Sacid Heysem Sicak

👥 Personal

Name	**Sacid Heysem Sicak**
Address	**Park Eymir Toki Konutları L5-17/10, 06830 Ankara**
Phone number	**+90 (545) 682 0227**
Email	**sacidheysem1366@gmail.com**
Date of birth	**02-02-2005**
Gender	**Male**
Website	**https://sacid66.github.io/CV__/**
LinkedIn	**https://www.linkedin.com/in/sacid-217313185/**

≡ Profile

Throughout my career, I have continuously advanced my passion and skills in game and software development by completing a variety of projects independently. I have successfully completed eight different projects, including a dynamic cube rotation effect and a classic Snake game, both of which were creative and technically challenging. Additionally, I have undertaken two major projects using Unreal Engine, significantly enhancing my knowledge and experience in game development.
I have participated in Bilişim Valley events multiple times, where I had the opportunity to develop projects intensively with teams over the course of a week. These experiences helped me improve my teamwork and rapid prototyping skills and further fueled my passion for game production.
Moreover, I developed a chatting application using socket.io and Python, showcasing my interest and practical skills in real-time communication technologies. These projects and more demonstrate my determination and technical proficiency in bringing innovative ideas to life. I am constantly striving to produce new projects and further develop my existing skills. The experiences and knowledge I have gained along the way continue to propel me forward in my professional career.

💼 Work experience

Software Engineer
Mars Game Colony, Ankara

Jan 2022 - Present

Unreal Engine Software Engineer
AstroPark Game Lab, Kocaeli

Aug 2021 - Present

🎓 Education and Qualifications

High School
Sebat High School, Ankara

Sep 2019 - Jun 2021

High School
Open High School, Ankara

Sep 2021 - Jan 2022

👤 Interests

Playing basketball, Playing Piano

Skills

Python
Skillful

JavaScript
Intermediate

Unreal Engine Blueprint Nodes
Experienced

Html
Skillful

Languages

Turkish
Native

English
B1

Achievements

During the two-week period we spent at Turkey's Bilişim Vadisi, we integrated an existing system into the gaming world. Topic: Developing a game set on Mars by combining planetarium dome systems, which are used as entertainment systems in the cinema industry, with Unreal Engine.
360-Degree Gaming Experience in a Dome Tent: We ensured that the image taken from the computer was projected onto the entire tent in 360 degrees by placing a powerful projector in the center of a dome tent. The aim here was to offer a kind of live VR experience. Together with my team, we developed a game set on Mars using Unreal Engine within two weeks, which would provide a live VR experience feeling. I contributed to the development of this game to be played inside a dome tent. With this project, the company that prepared the game's infrastructure received an investment of 150 thousand dollars. This process not only provided us the opportunity to enhance our technical skills but also significantly improved our abilities in innovative thinking and problem-solving. This project we carried out with Unreal Engine has been an important step in demonstrating how creatively we can use technology and impress investors.

Courses

English Course   Sep 2023 - Feb 2024
Puza Academy