Personal

Name
Sacid Heysem Sicak

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Date of birth
02-02-2005

Gender
Male

Website
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Interests

Playing basketball

Playing Piano

Languages

Turkish	Native
English	B1

Sacid Heysem Sicak

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 Jan 2022 - Present
Mars Game Colony, Ankara

Unreal Engine Software Engineer Aug 2021 - Present
AstroPark Game Lab, Kocaeli

Education and Qualifications

High School Sep 2019 - Jun 2021
Sebat High School, Ankara

High School Sep 2021 - Jan 2022
Open High School, Ankara

Skills

Python

JavaScript

Unreal Engine Blueprint Nodes

Html

Achievements

During a two-week period at Bilişim Valley, we successfully integrated an existing system with the world of gaming. Our CEO, Ozan Özen, had been utilizing planetary dome systems, which are typically used for entertainment purposes in the cinema industry. We realized that combining this system with Unreal Engine, which we were already proficient with, could be a brilliant idea.
The concept of the dome is quite fascinating: it is a large, dome-shaped tent that houses a Russian-made projector in the center. This projector can take the video input from a computer and project it in 360 degrees onto the interior surface of the dome. This setup creates an immersive VR-like experience, making it possible to experience 360-degree videos live within the dome.
Inspired by this, we began to think about how we could integrate this system with gaming. Our CEO explained the idea to us, and within two weeks, we developed a game set on Mars using Unreal Engine. This project was highly successful, leading us to secure an investment of $150,000, which prepared us to establish a company in Bilişim Valley.
This experience not only allowed us to enhance our technical skills but also significantly boosted our

innovative thinking and problem-solving abilities. The project demonstrated how we could creatively utilize technology and attract investor interest. Developing this Mars game with Unreal Engine was a crucial step in showcasing our potential to combine cutting-edge technology with immersive gaming experiences.

Courses

English Course Sep 2023 - Feb 2024
Puza Academy