

# OSMAN SINAN **EMIROGLU**GAME DEVELOPER



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Unity C# (Experienced)

UE4 & Blueprint, C++ (Amateur)

**SOLID Principles** 

Git

HTML & CSS

Javascript & Typescript



**Native** Turkish

**Proficient** English



#### **Master's Degree**

2018 - 2020 @ Tallinn, ESTONIA TALLINN UNIVERSITY Digital Learning Games

#### **Bachelor's Degree**

2011 - 2018 @ Istanbul, TURKEY
BOGAZICI UNIVERSITY
Computer Education & Educational Technology



## Tallinn University (~10 mo)

Mar 2020 - Dec 2020 @ Tallinn, ESTONIA Unity 2D, WebGL & C# Developer

#### **Critical Charm Oy. (3 mo)**

Sep 2019 - Nov 2019 @ Helsinki, FINLAND Unity 3D, VR & C# Developer

#### **Medit Creative Lab. (4 mo)**

Nov 2018 - Feb 2019 @ Tallinn, ESTONIA Unity 3D, iOS & C# Developer

#### **Ges Technology & Exhibition (3 mo)**

Jun 2017 - Aug 2017 @ Istanbul, TURKEY Unity 2D, 3D, VR & C# Developer



### **Unity Mastery Course**

Jason Weimann, game.courses

## **Design Patterns for Game Programming**

Penny de Byl, Udemy

# **Mathematics for Computer Games Development using Unity**

Penny de Byl, Udemy