

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

Contracted Unity C# Developer

Critical Charm Oy. (3 mo)

Sep 2019 - Nov 2019 @ Helsinki, FINLAND Unity C# & VR Programmer as Trainee

Medit Creative Lab. (4 mo)

Nov 2018 - Feb 2019 @ Tallinn, ESTONIA

Contracted Unity C# Developer

Ges Technology & Exhibition (3 mo)

Jun 2017 - Aug 2017 @ Istanbul, TURKEY

Unity C# & VR Developer as Trainee



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