

SİNAN OGULCAN YOZGAT

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Cankaya, Ankara, Turkiye - 06530

(Updated - April 2025)

SOFTWARE DEVELOPER - 3D GENERALIST - SWIFT DEVELOPER

During my Junior Experience (2018-2021), I contributed as a Developer and 3D Artist in the team pioneering the AI-based Digital Archaeology principle at Gazi University's (AHBV) Archaeology Department. In my Mid-Level experience since 2022, I've produced 3D models and animations for TAI, Aselsan, TPAO. Concurrently, I develop and creating assets for game projects named Quadrushers (Mobile), Snowstorms Torchbearer (Mobile) and Cosmic Contamination (PC) and continue freelance 3D modeling. Recently, I led the development of WebGL-based 3D websites for an architectural firm, managing all stages from concept to launch.

PROFESSIONAL EXPERIENCE

Belen&Partners

March 2024 - Current

Software Developer / WebGL Developer

Designed and developed 3D web applications for architectural projects, utilizing Three.js to create interactive and visually immersive experiences. Alongside web development, I managed promotional materials, including brochures and videos, while also handling rendering animations, 3D design, and interactive features through Unity. My role involved end-to-end responsibility for projects, combining creativity with technical expertise to deliver high-quality solutions.

Commonly Used Tools: Unity, C#, JavaScript, Html, Css, Adobe Creative Suite (Ps, Pr, Ai, Ae, Xd, Id), Blender3D, Figma

Pandora Advertising Agency

January 2024 - March 2024

Graphic Designer / 3D Artist

Prepared visual and video content for contracted social media platforms and created design elements for corporate identity and printed materials. However, due to the mismatch between the resources provided by the employer and the job demands, I quit on the 30th day of the trial period.

Commonly Used Tools: Adobe Creative Suite (Ps, Pr, Ai, Ae), Blender3D, Figma

Freelancer

November 2023 - January 2024

Software Developer and Game Developer

Collaborated with volunteer projects and clients with limited budgets on various projects including game development, mobile app development.

Commonly Used Tools: Swift, Unity, C#, C++, Python, HTML, CSS, .NET Core, JavaScript, Adobe Creative Suite (Ps, Pr, Ai, Ae, Xd), Blender3D, Maya, Figma

BNBC International

March 2022 - November 2023

3D Generalist / Multimedia Developer / UI-UX Designer

Development of simulation, games, and software with the Engineering and Software teams. I successfully managed the visual and 3D techniques of training systems, 3D training animations, and simulation projects using Unity / Unreal Engine. I also created simulation and software interfaces for high-profile organizations such as TAI and Aselsan. With the closure of the company's simulation department, I had to leave my team.

Commonly Used Tools: Blender 3D, Unity, C#, Adobe Creative Suite (Ps, Pr, Ai, Ae, Xd), Python

With the data we obtained during the Olba Archaeological Excavations, I undertook the software and design tasks in the My Digital Library project. Within the scope of this project, I contributed to the process of digitally preserving and making archaeological findings accessible by creating a data storage library and 3D library.

Commonly Used Tools: Blender 3D, VB Python, C++, Adobe Photoshop/ Adobe Illustrator

EDUCATION

Hacettepe University

Master Degree of Computer Science - Game Programming and Computer Based Graphics / 2025

Project: Game Engine and Interactive Computer Graphics

Gazi University / Ankara Haci Bayram Veli University

Bachelor's Degree in Archaeology Department / 2016-2023

Thesis: 3D Modeling Methods of Ceramic and Glass Materials in Digital Archaeology Principle

Courses

Stanford's Data Analysis / 2025

Stanford's Logic - Data Structures and Algorithms Degree Course / 2025

Genova Mobile Application Development for iOS with Swift Course / 2024

Mobile Game Development Course with Unity and C# / 2023

Fundamentals of Artificial Intelligence Course / 2022

Programming with Python, C# and Java Course / 2018

SKILLS AND SOFTWARES

Python - Proficient

Adobe Creative Suite - Proficient

Blender 3D - Proficient

Unity - Intermediate

JavaScript - Intermediate

C++ / C# - Intermediate

Unreal Engine - Intermediate

Swift- Intermediate

Java- Intermediate

R and Go - Begineer

PROJECTS - (MORE IN PORTFOLIO)

Belen&Partners- Serâpınar / Ai Based Marketing Video

Personal- The Bestselfer Cloud / Mobile App Cloud

Belen&Partners- GIA / WebGL Interactive WebApp

Personal-Unity Drone Flying Algorithms / Software Developer

Belen&Partners- IVO / Interactive IVO Showcase

Personal- Cosmic Contamination / Game Developer - Artist

Personal- Quadrushers - The Ring Collectors / Game Developer - Artist

Personal- DigiLib/ Software Developer

Personal- QBridge / Software Developer

Personal- FinX / Software Developer

TPAO- Log Analysis / 3D Generalist - Project Coordinator

Milmast- Advertising / 3D Generalist in Unity

Aselsan- Latent Software / Front-End Designer

Mensan- Advertising / 3D Generalist in Unity

Aselsan- Latent Radio - Interactive Training Simulations / OpenGL Developer

BNBC International- Latent Software / Software Developer

TAI - Latent UAV - Simulations / Software Developer and 3D Generalist

Personal - Ganara - The Freedom Fighter / Screenplay Writer- 3D Generalist - Director

Personal - The Evolution Diary of Useless / Screenplay Writer- 3D Generalist - Director

Micansan - Sayra 3D Printer / Front-End Developer

Personal - Farewell / OpenGL Developer

SETEM - Aynı Şey / Screenplay Writer

Personal - Patavat / Cartoonist

Academic - Digitalization on Archeaology / Software Developer

Academic - Archeadict / Software Developer

Personal - Kırık Penam / Arranger

LANGUAGES

English - Proficient / Conversational

Rather than budgeting for specific language training, I kept fit by participating in conversation groups.

French - Beginner

Only with high school lectures.

Italian - Beginner

Started a couple months ago.

INTERESTS

Playing: "Drum, Piano, Guitar", Cycling, Development, 3D Printing, Archeaology

PORTFOLIO LINKS (CLICK ON THE ICONS)

