



# UMUT KAAAN ÖZDEMİR

Computer Scientist, Game Developer

[y01cu.github.io](#)

[@umutaan50@gmail.com](#)

[+905514259473](#)

[umut-kaan-ozdemir-501032203](#)

[y01cu](#)

[Ankara, Türkiye](#)

## TECH STACK

Unity

C#

.NET

WebGL

GLSL

Git

Three.js

Blender

Aseprite

Java

C

## LEARNING

Unit Testing

Design Patterns

Clean Code

Unity Multiplayer

Unity Monetization

Aseprite

Blender

Japanese

Arabic

## LANGUAGES

Turkish: **Native**

English: **Advanced / C1**

## REFERENCES

Rıdvan Bal

[ridvan-bal-2b144862](#)

[bal.rdvn@gmail.com](#)

## ABOUT ME

A committed Computer Scientist and Game Developer from Türkiye, began his passion for gaming as a child, leading him to a computer science degree and a career in game development.

Don't forget to check out my website, where you can explore every project of mine!

## EXPERIENCE

Indie Game Developer |

08 2023 - Still

Ankara, Türkiye (Remote)

- Developing a mobile arcade idle game in a two people team.

Internship - Mayadem |

08 2022 - 09 2022

Ankara, Türkiye (Remote)

- Developed a 2D puzzle platformer game using Unity Engine.
- Player can walk, jump, climb, collect and use items. My own animations using animation rigging. Custom art using sprite shapes.

Internship - Enoks |

07 2021 - 08 2021

Ankara, Türkiye (In-Office)

- Updated reporting system software.
- Used MSSQL with Visual Studio. Also app had connection with an excel table.

## EDUCATION

Bachelor's degree, Computer Engineering | [Gazi University, Engineering Faculty](#)

2019 - 2023

Ankara, Türkiye

High School Diploma | [Adana Anadolu High School](#)

2015 - 2019

Adana, Türkiye

## PROJECTS

All of My Projects |

- Including 2D, 3D games, my graduation project, my Unity tools, my jam games, and all other projects of mine can be found in my portfolio website. More than 20 projects are sorted considering time spent to them there.