# BAYRAM USLU

### SOFTWARE DEVELOPER

İzmir, Buca



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## **PROFILE**

I've been interested in software since I was 11-12 years old. I am quite confident about staying and being a part of this magical software world my whole life. I am passionate, confident in what I develop, and open to trying new technologies.

# **EDUCATION**

**Kutahya Dumlupinar University** 

2015 - 2021 | Bachelor in Computer Engineering

## **EXPERIENCES**

### Jan 2022 - Sept 2022 Brodeus Bilişim A.Ş Lead software developer

- I managed the team in projects developed within the company.
- By preparing a general structure at the beginning of the project, I supervised the progress of the team in accordance with the structure and took the initiative in developing the structure.

#### **PROJECTS**

### **Petrol Ofisi Sosyal Lig**

Technologies: Unity, C#, .NET

Features: Fantasy football game. It was developed with the company I work for and together with Petrolig

Games within the Petrol Ofisi.

Link: Android IOS

#### **Bigheads**

Technologies: Unity, C#

Features: Board/Casual game. Developed it for the

Brodeus company. Link: Android IOS

## SKILLS

- Unity
- C#
- Java

## LANGUAGES

English intermediate

native Turkish

#### Feb 2021 - Dec 2021

### Reo-Tek Bilişim Software developer

- I undertook the development of the projects assigned to me within the company. I also coordinated the work with the art side.
- In addition, I participated in the meetings held with the institutions where the projects will be carried out and took part in the development of the development calendar.

#### **PROJECTS**

### **Electrical Education System with VR**

Technologies: Unity, C#

Features: A Project where TEDAŞ institution can perform

training simulations in a VR environment.

### Robotsan iDeaSim

Technologies: Unity, C#

**Features:** Simulation of robotic programming system. Robot control system with own flowchart programming tool. It was developed within the scope of the European Union project together with the company I work for and Robotsan.

# Nov 2020 - Feb 2021 Ollric Games Game developer

 In addition to taking part in tasks such as preparing the project calendar and coordinating the team within the company, I also carried out the development stages of the games.

# June 2020 - Sept 2020 Reform Games Game developer

 In addition to taking part in tasks such as preparing the project calendar and coordinating the team within the company, I also carried out the development stages of the games.

### July 2020 - Sept 2020 Logo Yazılım A.Ş Intern Software Developer

 I worked as an intern, but I helped the company in the project developed by being involved in the projects.