Bayram Uslu

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I've been passionate about game development as long as I can remember. I have been in this industry for 8 years and I have developed a significant amount of games. I am totally sure that I want to be a part of the game industry and be a part of this magical world my whole life. I am passionate, have confidence in what I am developing and open to try new technologies.

Specialties: Unity, C#, Java
Technologies: Visual Studio (IDE), Eclipse (IDE), Python, C/C++, Javascript, PHP, .NET, SQL
Languages: English (Intermediate), Turkish (Native)
Programming resources used for self-learning: Stack Overflow, Github, Unity Documents, Unity issues in github

PROFESSIONAL EXPERIENCE

Reform Games, *Istanbul*   **June 2020 - September 2020**
Game Developer
- *Worked as game developer and project manager at the same time.*

Logo Yazılım, *Gebze/Kocaeli*   *July 2020 – September 2020*
Software Engineer (Intern)

Ollric Games, *Ankara(Remote)*   **November 2020 – February 2021**
Game Developer

Reo-Tek Bilişim, *Ankara*   **February 2021 – Present**
Software Engineer

EDUCATION AND COURSES

Bachelor of Computer Engineering, Dumlupınar University, *Kütahya*   **2015 - 2021**
Kodluyoruz Game Development Bootcamp, *Istanbul*   **July 2020 - Sept 2020**

PROJECTS

UGS Game Engine   **Sept 2019- Present**
Technologies: C++, Visual Studio (IDE), Premake, ImGui, OpenGL, Glad
Features: My own game engine like Unity, Unreal Engine etc. A game engine, developed as using opengl for simple games.

Casino Roulette Royal   **June 2020- Sept 2020**
Technologies: Unity, C#, Firebase
Features: Firebase Cloud Firestore based multiplayer roulette game with unity. Developed for the previous company.   **Aug 2020- Sept 2020**

Scale.io
Technologies: Unity, C#
Features: Racing/Casual game like 'Wheel Scale'. Developed it for the previous company.

United Game Jam   **Apr 2020- Apr 2020**
Technologies: Unity, C#, Photon
Features: Photon based multiplayer casual game. Built in 2 days. It was for the United Game Jam with my team.

Seed Game Jam   **March 2020- March 2020**
Technologies: Unity, C#
Features: Drawing a casual game. Built in 2 days. Developed for the Seed Game Jam.

Other projects on my GitHub profile