Bayram Uslu

bayramuslu9741@gmail.com• +90 (534) 272 5131 • github.com/byrmuslu

I've been passionate about game development as long as I can remember. I have been in this industry for 10 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: 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 – December 2021**
Software Engineer

Brodeus Bilişim, *İzmir*   **January 2022 - Present**
Lead Software Developer

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.

Robotsan iDeaSim   **February 2021 – December 2021**
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.

Aladağlar   **April 2021 – August 2021**
Technologies: Unity, C#

Features: Bird flight simulation programmed with Unity and Microsoft Kinect 360. Programmed for Adana Biodiversity Museum

Nesli Tükenen Hayvanlar   **April 2021 – August 2021**

Technologies: Unity, C#

Features: It is a simulation program in which endangered animals can be studied. Programmed for Adana Biodiversity Museum

Electrical Education System with VR   **July 2021 – December 2021**

Technologies: Unity, C#

Features: A Project where TEDAŞ institution can perform training simulations in a VR environment.

Bigheads   **January 2022–April 2022**

Technologies: Unity, C#

Features: Board/Casual game. Developed it for the Brodeus company.

Link: [Android](#) [IOS](#)

Petrol Ofisi Sosyal Lig   **April 2022- Present**

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](#)

Other projects on my GitHub profile