Bayram Uslu

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EDUCATION

September 2015–2020 **Dumlupınar University**
Kütahya,Turkey Computer Engineering

COURSES

Linear Algebra; Programming Languages; Design Patterns; Database Management Systems; Algorithms and Data structures; Concepts of Mathematics; Analysis of Algorithm; Object- oriented programming; Great Theoretical Ideas in Computer Science

PROJECTS

- I made my own Game Engine with C++ (development continues)

- Created a *Online Roulette Game with Unity (Firebase)*

- Created a Tower Defense game with Unity. (C#)

- Created a 2D platform game on Android and IOS devices with Unity. (C#)

- Created a MMO arcade game(Bomberman Clone) for windows with Visual Studio IDE.(C#)

- Created a turn-based RPG with Visual Studio IDE. (C#)

EXPERIENCES

August 2018 **Freelance Web Developer**
I built web application for a firm.

June 2020 - Present **Game Developer – Reform Games**

TECHNICAL SKILLS

Programming Languages: Java, C/C++, C#, JavaScript, PHP, Python
Skills: HTML, CSS, Java Swing, SQL, Desktop Programming, Firebase, JQuery, Game Programming, Unity, GameMaker2D

ACTIVITIES

2018-2019 **Dumlupınar University**
Google Developer Group (Developer)