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.*

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| ***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*  *Software Engineer*  **EDUCATION AND COURSES** | **February 2021 – Present** |
| **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