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 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.*

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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*  ***Brodeus Bilişim,*** *İzmir*  *Lead Software Developer*  **EDUCATION AND COURSES** | **February 2021 – December 2021**  **January 2022 - 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.

**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](https://play.google.com/store/apps/details?id=com.brodeus.newbigheads&hl=tr&gl=US) [IOS](https://apps.apple.com/tr/app/big-heads/id1507246253?l=tr)

**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](https://play.google.com/store/apps/details?id=air.com.dogus.sosyallig&hl=tr&gl=US) [IOS](https://apps.apple.com/tr/app/sosyal-lig/id725481540)

# Other projects on my GitHub profile