



Eren Boran

Date of birth: 5 Jul 1999 | **Nationality:** Turkish | **Gender:** Male

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Sümer Mah. Karafatma Caddesi 69178Sk., Adana, Turkey

WORK EXPERIENCE

21 DEC 2021 - CURRENT - Adana, Turkey

VR/GAME DEVELOPER INTERN - MIOX TECHNOLOGY

- 3D/VR Games with Unreal Engine(BluePrint) and Unity(C#) for Oculus VR
- Hypercasual Mobile Games With Unity (C#)
- Creating projects and making software for specific uses according to company or customer needs.
- Creating new game ideas.
- Project management.

EDUCATION AND TRAINING

3 SEP 2018 - CURRENT Balcalı, Çatalan Cd., 01250 Sarıçam/Adana

INTERNATIONAL TRADE AND FINANCE – ADANA ALPARSLAN TURKES SCIENCE AND TECHNOLOGY UNIVERSITY

- International Business Management
- Financial Literacy
- Organizational Theory and Design
- Global Marketing, Sales
- Management and Organization

Field(s) of study

Business, administration and law

https://www.atu.edu.tr/

GAME DEVELOPER - Game and Application Academy

• I Took the Google Project Management course. (You can see my certificates on Linkedin.)

I Learn Trello, Google Docs

Foundations of Project Management,

Project Initiation: Starting a Successful Project

Project Planning: Putting It All Together Project Execution: Running the Project

Unity and C#

I Finished 55 hour unity course.

- Entrepreneurship Trainings
- Legal Education
- HR Trainings
- Finance Trainings

Field(s) of study

Game Developer

https://oyunveuygulamaakademisi.com/

DIGITAL SKILLS

C# | Unity | Blender | Unreal Engine | VR | XR | Unity (Game Engine, C#, VR - Oculus Rift)

LANGUAGE SKILLS

Mother tongue(s): TURKISH

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	B2	C1	B2	B2	C1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user