



Eren Boran

Date of birth: 05/07/1999 | **Nationality:** Turkish | **Gender:** Male |

(+90) 5369580210 | erenn.borann@gmail.com | erenboranbiz@gmail.com |

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

About me:

My childhood dream was to make my own games. I have made my own games and game servers for 10+ years. Now I am improve myself on Unreal Engine and Unity(VR,HyperCasual). My Portfolio website erenboran.github.io

WORK EXPERIENCE

21/12/2021 – 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

03/09/2018 – 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.)
- 1. I Learn Trello,Google Docs
- 2. Foundations of Project Management,
- 3. Project Initiation: Starting a Successful Project
- 4. Project Planning: Putting It All Together
- 5. Project Execution: Running the Project
- Unity and C#
- 1. I Finished 55 hour unity course.
- Entrepreneurship Trainings
- Legal Education
- HR Trainings
- Finance Trainings

Field(s) of study

- Game Developer

<https://oyunveuygulamaakademisi.com/>

- Ideation methodology and tools
- Useful links for Game Designer, HyperCasual game idea and trends
- Snackability for Hypercasual
- How to write GDD

Field(s) of study

- Game Designer

<https://academy.voodoo.io/>

● 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

● DIGITAL SKILLS

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