



# EREN BORAN

## TECHNICAL GAME DESIGNER



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## About Me

I've been involved with games for as long as I can remember. Developing games was my childhood dream. Since childhood I have made my own games and set up my game servers. Now I make games and projects using [Unity](#).

## Experience

### GAME DEVELOPER – Onay Yazılım

21/12/2021 | 21/06/2022 - Adana

I have created mobile games using Unity and C#, uploaded them to Google Play, and handled everything from design to publishing. Additionally, I have worked on some AR and VR projects.

### GAME DEVELOPER – MIOX TECHNOLOGY

21/12/2021 | 21/06/2022 - Adana

I've created 3D/VR/HyperCasual games and projects using Unreal Engine and Unity."

### GAME DEVELOPER – Upwork Freelancer

25/07/2022 - Freelance

I have created mobile games using Unity and C#, uploaded them to Google Play, and handled everything from design to publishing. Additionally, I have worked on some AR and VR projects.

## AWARDS AND COMPETITIONS

### InovaTİM GameJam | 2024

We won [second](#) place with the Survivor Base Building game we created. "Astroventure."

### SEYTIM HATCH ADANA | 2022

We [won](#) the entrepreneurship and business idea development-themed competition. In this project, I designed and utilized scenes using Unity

### Turkey Game Development Championship | 2022

We came [2nd](#) in Online Gamejam with the "Big Bag Run" Game, so we reached the final. Finalist - Juice Factory

### Intel Vatan Bilgisayar Game Jam | 2022

We came in 3rd place with the PC build game called PC RUSH.

### Adana NASA Space app Challenge | 2023

We came [1st](#) in the 48-hour NASA Space Apps Challenge. Under the theme 'Titan 3023,' we designed a mobile application providing education about the Titan moon

## Skills

- C#
- Unity
- Game Desing
- VR/AR

## EDUCATION

### ACADEMY OF GAME AND APPLICATION

55 Hours of [Unity](#) and C# Training and 200+ hours of [Google Project Management](#) Training | December 2021 - June 2022

### ADANA ALPARSLAN TÜRKES SCIENCE AND TECHNOLOGY UNIVERSITY

International Trade and Finance | September 2018 - 2024

### VOODOO ACADEMY

How to write [GDD](#). How to design a hypercasual game. Trends and useful links in hypercasual games.

### CALARTS | INTRODUCTION TO GAME DESIGN

[California Institute of the Arts](#) | June 2023 | Coursera

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## PERSONEL PROJETS

I produce game projects for personal development and competitions. I have many projects that I have not added here. You can watch game videos on [erenboran.com](http://erenboran.com)

## PSYCHOSIS

The game we made with our 5 person team during the 1.5 Month BootCamp process after 300 hours of training. I took part in this project as a Game Developer.

## Robot Factory

It is an Arcade-Idle type game in which we fight with the robots we produce, where we produce robots by digging. Published.

## PC Rush

I worked mostly on UI-UX and Level Design Game Design in the project where we assembled computers using parts from Vatan Bilgisayar. We came in 3rd place with this project.

## VR Kızılay Maden Suyu Game (B2B)

A virtual reality advergaming that I developed by myself.

## HalkBank VR Museum(B2B)

I created the Halkbank Museum simulation on my own, where I supported the history of Halkbank with models, animations, and AI voices. The project was presented to people at Halkbank's 100th anniversary meeting.

## SASA Polyester VR Tour(B2B)

It is a VR application supported by 360 videos, allowing customers to experience the factory without physically visiting it.

## More... VR Factory Projects...

## Planet Raid

3D Shooter Tower defense game, I did more Level, UI-UX, Game Designer and wrote the UI's codes. The game was highly appreciated. It has a video on [Itch.io](https://itch.io) and [LinkedIn](https://www.linkedin.com).

## Astroventure

3D Shooter Tower defense game, I did more Level, UI-UX, Game Designer and wrote the UI's codes. The game was highly appreciated. It has a video on [Itch.io](https://itch.io) and [LinkedIn](https://www.linkedin.com). We came in second place with this game.

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