



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."

SEYTİM 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

PERSONEL PROJECTS

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

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 advergame 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.
