ÖZGE ESER KOLCU

JUNIOR CLOUD ENGINEER

CONTACT

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LINKS

https://github.com/greendroid0
www.linkedin.com/in/ozgeeser/
www.artstation.com/greendroid
https://gamejolt.com

SKILLS

- AWS / Linux / Git / Bash
- HTML / CSS / Javascript
- Node.js / SQL / MongoDB
- Python / CI CD pipelines
- Docker / Kubernetes

LANGUAGES

- English (Fluent)
- German (A2)
- Turkish (Native)

ACHIEVEMENTS

- (2016) Got first place in Cryptology competition on Gebze Technical University Computer Club's event.
- (2022) Graduated from Istanbul Bilgi University Digital Game Design Degree with High Honors Certificate.

PROFILE

Graduated from Digital Game Design bachelor's degree at Istanbul Bilgi University and decided to move on to Cloud technologies after slowly growing interest in developing cloud solutions.

I am currently AWS Cloud Practitioner certified and I am working towards getting AWS Solution Architect Associate certification as well. I am also planning to expand my knowledge in Kubernetes, Terraform, and various Infrastructure related tooling to better arm myself with the necessary skills to succeed in this field.

EXPERIENCE

Career Transition   2023 DECEMBER - PRESENT
Cloud Engineering

- So far I have finished following courses on acloudguru.com:
  - Overview of Linux / AWS / Git Quick Start / Networking Foundations
  - AWS Certified Cloud Practitioner (Also finished on kodekloud.com)
  - Entry-level Python Programmer Certification / Database Essentials
- From Other Sources:
  - Docker for Beginners - kodekloud.com
  - Kubernetes for Beginners - kodekloud.com
  - Introduction to HTML / CSS / Javascript
  - Introduction to SQL / MySQL / MongoDB
  - Node.js
  - Complete Linux Bootcamp
  - AWS Cloud Practitioner Essentials (AWS Skill Builder)
  - Gitlab CI Pipelines and Devops

Happy Game Company   2020 SEPTEMBER - 2021 APRIL
Game Designer

- I was responsible for designing game mechanics, UI, 3D models, textures and animations for mobile hypercasual games.
- Contributed to 7 mobile games published to App Store.

Happy Game Company   2019 JULY- 2019 AUGUST
Game Artist Intern

- I completed my internship under the guidance of Arda Doğu Çevik in the Bottle Thrust 3D App. I designed 2D assets, UI and concept design, and Adobe Illustrator.

EDUCATION

Bachelor's degree, Digital Game Design   2018 - 2022
Istanbul Bilgi University

- Graduated with 3.67 / 4 GPA. Some intersting courseworks as follows;
  - Advanced Game Development I-II / Game Experience and Data Analysis
  - Applied Mathematics and Physics for Games / Interface and Interaction Design