HALİL İBRAHİM ÖZDEMİR
Computer Engineer

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Computer Engineer with experience in application management and game development. Interned at ROKETSAN, worked on RedHat Linux, WebLogic, IIS, and server setups. Contributed to the Shahmaran project at AnkA Interactive as a C++ Unreal Engine Game Developer.

Work Experience

Game Developer   Aug 2023 - Present
AnkA Interactive | Ankara

- At AnkA Interactive, I worked as a game programmer on SHAHMARAN, a video game developed using the Unreal Engine
- Responsible for various phases of game development process, including implementing core game mechanics, optimizing performance, and providing a seamless experience for players
- Contributed to supporting elements such as user interface design, system logic, and environmental design
- Conducted thorough debugging and troubleshooting to identify and resolve technical issues, ensuring smooth gameplay
- Contributed to the integration process of the game for mobile platforms, optimizing performance and functionality.

Intern   Jun 2022 - Jul 2022
Roketsan | Ankara

- Worked at Roketsan Application Management Unit, installed WebLogic on Oracle Linux
- Ran an HTML file on IIS after completing the installation
- Performed a DC installation on Windows Server 2019
- Added several computers to the domain name created during DC installation
- Created users on these computers via Active Directory
- Assigned certain permissions to the created users
- Worked on Exchange Server installation

Projects

Revenge: The Dagger   Oct 2022 - Aug 2023

Developed and programmed Revenge: The Dagger, a side-scrolling puzzle game for a university thesis. Led the game's programming efforts, including mechanics, UI, and overall gameplay design, demonstrating strong problem-solving and coding skills.

- Unreal Engine C++ and Blueprint Game Development
- Game Mechanics Programming
- Gameplay Desing
- Level Design

Core Skills

C, C++, C#, Python, Unreal Engine, Unity, Linux , Active Directory, Weblogic, Windows Server, Exchange Server

Education

Alanya Alaaddin Keykubat University Aug 2020 - Feb 2024

    Bachelor of Computer Engineering Computer Engineering

    GPA 2.81

Girne American University Oct 2018 - Aug 2020

    Bachelor of Computer Engineering Computer Engineering

Languages

Turkish *(Native)*, **English** *(B2)*, **Spanish** *(A2)*, **Russian** *(A2)*, **German** *(A1)*

Interests

Adventure and Strategy Video Game Genres, Swimming, Comic Books, Movies