



# HALIL IBRAHIM OZDEMIR

Computer Engineer | Game Developer

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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

Shahmaran is a hyper-casual game built using Unreal Engine, offering engaging and seamless gameplay. In this project,

- Designed and implemented game mechanics.
- Developed and integrated GUI elements and sound systems.
- Optimized performance and gameplay for mobile platforms.
- Conducted debugging to resolve technical issues and enhance user experience.

#### Skills:

C++ | Unreal Engine | Game Mechanics | UI/UX Design | Mobile Optimization

### IT Infrastructure and Application Management 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

#### Skills:

WebLogic | Oracle Linux | IIS | Windows Server 2019 | Active Directory | DC Installation | Exchange Server Setup | IT Infrastructure Management

## Projects

### Catpocalypse

Nov 2024 - Dec 2024

Catpocalypse is a hyper-casual 2D endless runner game developed as a personal project for mobile platforms. In this project, I:

- Designed and implemented core game mechanics.
- Developed intuitive UI and integrated sound systems to enhance player engagement.
- Created the game's overall design, ensuring a fun and replayable experience.
- Utilized Unity and C# to bring the project to life.

#### Skills:

Unity | C# | Game Mechanics Programming | UI Design | Sound Integration | Game Design

## Mini Shooter Game Project

Nov 2024 - Nov 2024

Shooter Game Project is a mini third-person shooter game developed within one week, featuring a single level with a clear objective: retrieve a hidden project document to complete the mission.

- Developed core game mechanics using C++ and Unreal Engine.
- Implemented enemy AI behaviors, including detection, pathfinding, and combat.
- Integrated character animations for fluid gameplay.
- Added environmental interaction mechanics.
- Developed a functional weapon system.

### Skills:

Unreal Engine | C++ | Blueprint | Game Mechanics Programming | UI Design | Gameplay Design | Level Design | AI Implementation | Character Animation | Environmental Interaction | Weapon System Development

## Revenge: The Dagger

Oct 2022 - Aug 2023

Revenge: The Dagger is a side-scrolling puzzle game developed as part of a university thesis. In this project, I:

- Led the programming efforts, including core game mechanics and level design.
- Designed and implemented intuitive UI elements to enhance the player experience.
- Focused on overall gameplay design to ensure engaging puzzles and smooth progression.
- Utilized Unreal Engine with a combination of C++ and Blueprints to bring the game to life.

### Skills:

Unreal Engine | C++ | Blueprint | Game Mechanics Programming | UI Design | Gameplay Design | Level Design

## Education

**Alanya Alaaddin Keykubat University**

Computer Engineering GPA 2.81

Aug 2020 - Feb 2024

## Languages

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

## Core Skills

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