

Curriculum Vitae

AHMET OZTURK

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OBJECTIVE

Computer Engineering graduate specializing in Game AI and Procedural Content Generation, seeking Master's in Games Engineering at TUM to advance research in intelligent game systems.

EDUCATION

Middle East Technical University (METU)

BSc Computer Engineering (Expected June 2025)

GPA: 3.45/4.00 | Credits: 210/240

Thesis: Procedural Dungeon Generation Using Machine Learning

RESEARCH EXPERIENCE

Teaching Assistant - Computer Graphics (2023-2024)

- Assisted Prof. Yildirim with CENG 477 labs and grading
- Developed supplementary materials for shader programming

Publication

"Reinforcement Learning for NPC Behavior in Open-World Games" - Turkish Game Development Conference 2024

WORK EXPERIENCE

Peak Games - Game Developer Intern (Summer 2024)

- Implemented AI systems for mobile puzzle games
- Optimized game performance for low-end devices

TECHNICAL SKILLS

- Languages: C++, C#, Python, GLSL/HLSL
- Game Engines: Unity, Unreal Engine 5, Godot
- Graphics: OpenGL, DirectX, Ray Tracing basics
- ML/AI: PyTorch, TensorFlow, Reinforcement Learning
- Languages: Turkish (native), English (C1)