

OSMAN KAAAN DEMIROZ

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EDUCATION

University of Southern California , Los Angeles, CA	<i>Expected May 2018</i>
Master of Science in Computer Science – Game Development	<i>GPA 4.00/4.00</i>
Koç University , Istanbul, Turkey	<i>June 2016</i>
Bachelor of Science in Computer Engineering	<i>GPA 3.83/4.00</i>
Certificates: “Artificial Intelligence”, “Multimedia, Vision & Graphics”	

TECHNICAL SKILLS

Languages: C/C++, C#, Lua, Python, Java, MATLAB, Swift, Julia, XML, HTML, CSS, PHP, Scheme

Utilities: Unity, Maya, VR, Unreal, Git, Perforce, Visual Studio, OpenGL, Microsoft Office, Photoshop, Premiere

PROJECTS

Unity VR Game “Embedded” (embeddedgame.com) – USC, 10 teammates	<i>Fall 2017 – Present</i>
<ul style="list-style-type: none">Engineering the VR Photojournalism game in Unity as the Advanced Game Project.Implementing controls, shooting and judging photos, and Gameplay Design in C#.	
Unity Networked Game “The Ooze is Loose” – USC, 4 team members	<i>Fall 2017 – Present</i>
<ul style="list-style-type: none">Creating an FPS game in Unity that runs on a custom socket-level C# networking layer.Programming Networking, UI and Gameplay mechanics.	
Unity Platformer “Worman Adventures” – USC, 10 team members	<i>Spring 2017</i>
<ul style="list-style-type: none">Designed and programmed in-game Physics and Gameplay in C#.Gameplay voted by the Global Game Jam 2017 audience as “Best Use of Theme”.	
C++ Game Engine Development – USC	<i>Fall 2016</i>
<ul style="list-style-type: none">Developed core components for “PrimeEngine”, a basic game engine in C++.Implemented frustum culling, collision detection, physics, keyboard controls, third person character controls and modified Lua scripts to create gameplay behavior.	
OpenGL Rubik’s Cube Simulation – Koç University	<i>Spring 2016</i>
<ul style="list-style-type: none">Composed an interactive 3D Rubik’s Cube model in OpenGL using C.Developed controls and Graphics with custom shaders in GLSL.	
Unity AR Game “Rise and Fall” – Koç University, 3 team members	<i>Spring 2015</i>
<ul style="list-style-type: none">Programmed and designed the Augmented Reality game in Unity using C#.Modified the Vuforia Toolkit to use AR Frame Markers as game mechanics.	

WORK EXPERIENCE

Android Developer – Mobilike, Istanbul, Turkey	<i>Summer 2015</i>
<ul style="list-style-type: none">Wrote an Android application to display video news from a Turkish media group, utilizing JSON Parsing, Multithreading, Paging, Adapters, and Ad Integration.	
Software Engineer – Vestek, Istanbul, Turkey	<i>Summer 2014</i>
<ul style="list-style-type: none">Created an automated Version Control program in Java to tag, build, sign and align multiple Android projects at once through the SVN repository.	

HONORS AND AWARDS

Dean’s Scholarship – University of Southern California	<i>Fall 2016</i>
Half Merit Scholarship – Koç University	<i>2012 – 2016</i>
Dean’s List , “Vehbi Koç Scholar” – Koç University	<i>2012 – 2015</i>

MISCELLANEOUS

Press Photographer – Daily Trojan, University of Southern California	<i>Fall 2017 – Present</i>
Student Mentor – Koç University	<i>2013 – 2014</i>