

# OSMAN KAAAN DEMIROZ

kaandemiroz.github.io

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## EDUCATION

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

## TECHNICAL SKILLS

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

**Utilities:** Visual Studio, Unity, Maya, Git, Perforce, OpenGL, Android Studio, Microsoft Office, Adobe Photoshop, Adobe Premiere

**Operating Systems:** Windows, Mac OSX, Linux (Ubuntu)

## WORK EXPERIENCE

<b>Android Developer Intern</b> , Mobilike, Istanbul, Turkey	Summer 2015
<ul style="list-style-type: none"><li>Constructed a production-ready Android application designed to ease users’ access to media by displaying video news from a mainstream Turkish media group, utilizing tools such as JSON Parsing, Multithreading, Paging, Adapters, and Ad Integration.</li><li>Administered a team of six interns during development and provided guidance.</li></ul>	
<b>Software Engineering Intern</b> , Vestek, Istanbul, Turkey	Summer 2014
<ul style="list-style-type: none"><li>Originated a utility program in Java to expedite Version Control by allowing multiple Android projects to be tagged, built, signed and aligned at once through the SVN repository, applying Vestek’s mobile app certificate.</li></ul>	

## PROJECTS

<b>Platformer Game “Worman Adventures”</b> , Global Game Jam 2017, University of Southern California	Spring 2017
<ul style="list-style-type: none"><li>Contributed as a programmer in a team of ten participants to create a playable game in 48 hours.</li><li>Built character control physics, C# scripting and level design in Unity.</li><li>Voted by audience as “Best Use of Theme” and earned honorable mention by jury.</li></ul>	
<b>Game Engine Development</b> , University of Southern California	Fall 2016
<ul style="list-style-type: none"><li>Developed core components for “PrimeEngine”, a basic game engine in C++.</li><li>Implemented frustum culling, collision detection, physics, keyboard controls, third person camera controls and modified Lua scripts to specify behavior and attributes.</li></ul>	
<b>Rubik’s Cube</b> , Koç University	Spring 2016
<ul style="list-style-type: none"><li>Composed an interactive 3D Rubik’s Cube model in OpenGL.</li><li>Developed game logic, graphics and user interface in C.</li></ul>	
<b>Augmented Reality Game “Rise and Fall”</b> , Koç University	Spring 2015
<ul style="list-style-type: none"><li>Led a team of three students in the development of an augmented reality game in Unity that makes use of C# scripts and Frame Markers as its gameplay mechanics.</li><li>Modified the Vuforia augmented reality toolkit scripts for game mechanics.</li></ul>	
<b>Puzzle Game “Chewy Lokum Legend”</b> , Koç University	Fall 2014
<ul style="list-style-type: none"><li>Moderated a group of four students creating a Candy Crush Saga spin-off game in Java Swing.</li><li>Created core structure, 2D graphics, and user interface.</li></ul>	
<b>Puzzle Game “TetrisTriris”</b> , Koç University	Fall 2014
<ul style="list-style-type: none"><li>Collaborated as a team of four students throughout the development of a Tetris game with additional features such as different types of pieces and adjustable board size.</li></ul>	

## HONORS AND AWARDS

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

## MISCELLANEOUS

<b>Guitarist</b> , University Blues Band, Koç University	Spring 2014
<b>Student Mentor</b> , Koç University	2013 – 2014
<b>Stage Actor</b> , Drama Club, Koç University	2012 – 2013
<b>Bass Chorister</b> , University Choir, Koç University	Fall 2012