OSMAN KAAN DEMIROZ

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EDUCATION

University of Southern California, Los Angeles, CA *May 2018*
Master of Science in **Computer Science – Game Development** *GPA 4.00/4.00*

Koç University, Istanbul, Turkey *June 2016*
Bachelor of Science in **Computer Engineering** *GPA 3.83/4.00*
Certificates: "Artificial Intelligence", "Multimedia, Vision & Graphics"

TECHNICAL SKILLS

Languages: C/C++, C#, Lua, Python, Java, MATLAB, Swift, Julia, HTML, CSS, JavaScript, PHP, Scheme
Utilities: Unity, Maya, VR, Unreal, Git, Perforce, Visual Studio, OpenGL, Microsoft Office, Photoshop, Premiere

WORK EXPERIENCE

Unity/Mobile Full Stack Engineer – fun-gi, Los Angeles, CA *2018 – Present*
- Working on back- and front-end development of Engineering, Design and UI elements
  in fun-gi's "House Flip with Chip and Jo", one of the top-rated free games in Apple Store.
- Contributing to the game's major patch releases by integrating new gameplay features,
  performance optimizations, UI logic and interactions in Unity for iOS and Android.

Android Developer – Mobilike, Istanbul, Turkey *2015*
- Wrote an Android application to display video news from a Turkish media group,
  utilizing JSON Parsing, Multithreading, Paging, Adapters, and Ad Integration.

PROJECT EXPERIENCE

Unity VR Game "Embedded" (embeddedgame.com) – 10 team members *2017 – 2018*
- Engineered and designed the VR Photojournalism game in Unity as Masters final project.
- Implemented player/camera controls and in-game photo analysis logic in C#.

Unity Multiplayer Action Game "Nuke Me" – 4 team members *2018*
- Designed and programmed Player Controls and Gameplay in C#.
- Gameplay voted by the Global Game Jam 2018 jury as "Best Gameplay".

Unity Networked Game "The Ooze is Loose" – 4 team members *2017*
- Created an FPS game in Unity that runs on a custom low-level C# networking layer.
- Programmed Networking, UI and Gameplay mechanics.

Unity Platformer "Worman Adventures" – 10 team members *2017*
- 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 *2016*
- 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 *2016*
- Composed an interactive 3D Rubik's Cube model in OpenGL using C.
- Developed controls and Graphics with custom shaders in GLSL.

HONORS AND AWARDS

CS Merit Award – University of Southern California *2018*
Dean's List – 7 semesters – Koç University *2012 – 2015*

MISCELLANEOUS

Grader – Augmented, Virtual & Mixed Reality – University of Southern California *2018*
Press Photographer – Daily Trojan, University of Southern California *2017 – 2018*