OSMAN KAAN DEMIROZ

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EDUCATION

University of Southern California, Los Angeles, CA — Expected 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, XML, HTML, CSS, PHP, Scheme
Utilities: Unity, Maya, VR, Unreal, Git, Perforce, Visual Studio, OpenGL, Microsoft Office, Adobe Photoshop, Adobe Premiere

PROJECTS

Networked Game "Toxic", University of Southern California — Fall 2017 – **Present**
- Collaborating on a networked **FPS** game in **Unity** in a team of four students.
- Leading **Gameplay Development**, **Gameplay Design** and **UI Design**.
- Creating a custom socket-level **C#** networking API to replace Unity's high-level network layer.

VR Game "Embedded", University of Southern California — Fall 2017 – **Present**
- Engineering the **VR** Photojournalism game in **Unity** as the Advanced Game Project.
- Implementing **C#** VR controls, shooting and judging photos, and **Gameplay Design**.

Platformer Game "Worman Adventures", University of Southern California — Spring 2017
- Contributed a team of ten participants to create a **Unity** platformer game.
- Designed and programmed in-game **Physics** and **Gameplay** in **C#**.
- Gameplay voted by the Global Game Jam 2017 audience as "Best Use of Theme".

Game Engine Development, University of Southern California — Fall 2016
- Developed core components for "PrimeEngine", a basic game engine in **C++**.
- Implemented frustum culling, collision detection, physics, keyboard controls, third person camera controls and modified **Lua** scripts to create gameplay behavior and attributes.

Rubik's Cube Simulation, Koç University — Spring 2016
- Composed an interactive 3D Rubik's Cube model in **OpenGL** using **C**.
- Developed the **Mechanics**, **Graphics** and **UI**.

Augmented Reality Game "Rise and Fall", Koç University — Spring 2015
- Led a team of three students in the development of an **Augmented Reality** game in **Unity**.
- Worked on **Gameplay Design and Development** using **C#**.
- Modified the **Vuforia** Toolkit to use AR Frame Markers as game mechanics.

WORK EXPERIENCE

Android Developer Intern, Mobilike, Istanbul, Turkey — Summer 2015
- 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.
- Administered a team of six interns during development and provided guidance.

Software Engineering Intern, Vestek, Istanbul, Turkey — Summer 2014
- 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.

HONORS AND AWARDS

Dean's Scholarship, University of Southern California — Fall 2016
Half Merit Scholarship, Koç University — 2012 – 2016
Dean's List, "Vehbi Koç Scholar", Koç University — 2012 – 2015

MISCELLANEOUS

Press Photographer, Daily Trojan, University of Southern California — Fall 2017 – Present
Guitarist, University Blues Band, Koç University — Spring 2014
Student Mentor, Koç University — 2013 – 2014