

OSMAN KAAAN DEMIROZ

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EDUCATION

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| 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

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| Unity/Mobile Full Stack Engineer – fun-gi, Los Angeles, CA | 2018 - Present |
| <ul style="list-style-type: none">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.Contributed to the game’s latest major patch release with performance optimizations, API integration and other client-side features in Unity for iOS and Android platforms. | |
| Android Developer – Mobilike, Istanbul, Turkey | 2015 |
| <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. | |

PROJECT EXPERIENCE

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| Unity VR Game “Embedded” (embeddedgame.com) – 10 team members | 2017 – Present |
| <ul style="list-style-type: none">Engineering the VR Photojournalism game in Unity as Masters final project.Implementing controls, shooting and judging photos, and Gameplay Design in C#. | |
| Unity Multiplayer Action Game “Nuke Me” – 4 team members | 2018 |
| <ul style="list-style-type: none">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 |
| <ul style="list-style-type: none">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 |
| <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 | 2016 |
| <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 | 2016 |
| <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. | |

HONORS AND AWARDS

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

MISCELLANEOUS

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