

OSMAN KAAAN DEMIROZ

OKDmrz.com - demiroz@usc.edu - (213) 327-4316 - 1153 ½ W 29th St, Los Angeles, CA 90007

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) – 10 team members	<i>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 Multiplayer Action Game “Nuke Me” – 4 team members	<i>2018</i>
<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 “Highest Attention to Detail”.	
Unity Networked Game “The Ooze is Loose” – 4 team members	<i>2017</i>
<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	<i>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	<i>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	<i>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.	

WORK EXPERIENCE

Full Stack Game Developer – fun-gi, Los Angeles, CA	<i>2018 - Present</i>
<ul style="list-style-type: none">Contributing to the back- and front-end development of Engineering, Design and User Interface elements in the mobile Unity game “House Flip with Chip and Jo”	
Android Developer – Mobilike, Istanbul, Turkey	<i>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.	

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

Grader – Augmented, Virtual & Mixed Reality – University of Southern California	<i>2018 – Present</i>
Press Photographer – Daily Trojan, University of Southern California	<i>2017 – Present</i>