

OSMAN KAAAN 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
<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", 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
<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

Unity VR Game "Embedded" (embeddedgame.com) – 10 team members	2017 – 2018
<ul style="list-style-type: none">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
<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

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