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, HTML, CSS, JavaScript, 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 *2017 – Present*
- 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 *2018*
- 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 *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.

WORK EXPERIENCE

Full Stack Game Developer – fun-gi, Los Angeles, CA *2018 - Present*
- 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 *2015*
- 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 *Fall 2016*
Half Merit Scholarship – Koç University *2012 – 2016*
Dean's List, **"**Vehbi Koç Scholar" – Koç University *2012 – 2015*

MISCELLANEOUS

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