

## İletişim Bilgileri

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## En Önemli Yetenekler

Object-Oriented Programming  
(OOP)

Unity

Game Development

## Languages

İngilizce (Professional Working)

Türkçe (Native or Bilingual)

## Honors-Awards

Atılım Üniversitesi İz Bırakan 50  
Öğrenci

Honour Student

# Ozan Şahbenderoğlu

Hepa Games şirketinde Co-Founder

Ankara, Ankara, Türkiye

## Özet

I have Bachelor's degree in both Software Engineering and Computer Engineering. I have been playing video games since I was 5. Becoming a game developer was my dream when I was a kid. Now, I became one. I never thought of working in another industry. I started developing video games in 2012. I am experienced in Unity Engine and C#. Developed more than 20 games for Android, iOS and for VR.

## Deneyim

Hepa Games

Co-Founder

Şubat 2021 - Present (1 yıl 10 ay)

Ankara, Türkiye

MagicLab Game Technologies

Game Developer

Kasım 2019 - Şubat 2021 (1 yıl 4 ay)

ZİBUMİ

Game Developer

Ekim 2017 - Kasım 2019 (2 yıl 2 ay)

Ankara, Turkey

Pixega Studio

Game Developer

Mart 2015 - Ekim 2017 (2 yıl 8 ay)

Galyum Blok - ODTU Teknokent

My main responsibility as a game developer is developing games for mobile platforms using Unity 5 game engine. To achieve this, I have to mind performance issues of mobile devices and create solutions due to that issue. I use object oriented approaches during development. My other responsibility is coding game that can be understood by anyone that joins team at the middle of the project. I use C# as programming language and Visual Studio as

development environment. To sum up, I convert game ideas to working and beautiful games.

Simlab Eğitim ve Bilişim Teknolojileri  
Software Engineer  
Haziran 2014 - Şubat 2015 (9 ay)

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## Eğitim

Atılım Üniversitesi  
Master of Science - MS, Software Engineering · (2017 - 2020)

Atılım Üniversitesi  
Bachelor of Engineering (BEng), Computer Engineering · (2012 - 2015)

Atılım Üniversitesi  
Bachelor of Engineering (BEng), Software Engineering · (2010 - 2014)