

KUMSAL OBUZ

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I am a self-taught veteran web developer with more than 15 years of experience in two different countries, leading teams and projects of various sizes.

After several years of preparation, I started my own game studio, **Viroid Games**, in August 2020. I've also authored a **game development book** for Packt Publishing.

I enjoy mentoring, which runs in the family since both of my parents are teachers. In 2019, I founded and still organize the Godot Toronto group on Discord. Currently, I teach Low Poly Game Art at OCAD.

HIGHLIGHTS

- ✓ Published author. Sessional Instructor at OCAD.
- ✓ 15+ years of experience in building web applications and designing games.
- ✓ Hard-working, well-organized, self-starter and detail-oriented.
- ✓ Highly motivated and inspirational in leading and managing others.

NOTABLE PROJECTS

Book :: Game Development with Blender and Godot



> *blender, low-poly, godot engine, technical writing, game development*

A comprehensive introduction for those new to building 3D models and games, allowing you to leverage the abilities of these two technologies to create dynamic, interactive, and engaging games.

- ✓ Created an outline for a 300-page book.
- ✓ Built a point-and-click adventure game alongside.
- ✓ <https://github.com/PacktPublishing/Game-Development-with-Blender-and-Godot>

Game :: MR.E



> *blender, low-poly, godot engine, creative writing, game development*

In this turn-based adventure game, you must use your wits to overcome many obstacles and unravel the mystery of why you are on board a spaceship, Kopernik.

- ✓ A work-in-progress video game for PCs.
- ✓ It is inspired by Hitman GO and Lara Croft GO, but unlike those, this game is story-driven.
- ✓ <https://viroidgames.com/games/mr-e/>

EXPERIENCE

Founder & CEO - Viroid Games

Aug 2020 - Present ↗

> *leadership, project management, outsourcing, blender, godot engine, game development*

I'm running a small game studio that also offers outsourcing services and business consulting to other indie studios. To that end, I attend different types of conferences for marketing and business development.

- ✓ Pivoted the operations to art outsourcing and business consulting.
- ✓ Authored Game Development with Blender and Godot for Packt Publishing.
- ✓ Released Mead Crafter on Steam.
- ✓ Launched a Godot course on Udemy.

Assistant Design Director - Engage SEO

Mar 2013 - Aug 2020

> *leadership, project management, vue, jira, javascript*

When The Infinity Network was rebranded as Engage SEO, I took the Assistant Director role. I ran a team of 7 people that consisted of front end developers, web designers and content administrators.

- ✓ Built a Firebase-Vue application that consolidated data for maintaining over 2700 sites.
- ✓ Developed an email preview and testing tool that mimicked the real experience by temporarily replacing template variables with their expected values.
- ✓ Created a build and minification process with Gulp that respected in-house code dependencies.
- ✓ Presented new solutions for our existing problems to other department directors, so that a more solid and rapid development cycle could be established.
- ✓ Decreased the number of bugs from 450 to 200 and then to 50 in two consecutive years.
- ✓ Taught diverse skills to team members and encouraged them to tutor each other.
- ✓ Maintained standards and quality by establishing an internal peer review process.
- ✓ Investigated a new version control system for the team and coordinated its setup.
- ✓ Conducted interviews and reviewed interview exam results to filter applicants.

EDUCATION

B.S. Computer Science

Galatasaray University, Istanbul - 2006

Gamification Certificate

University of Pennsylvania - 2014

PUBLICATIONS/PRESENTATIONS

Pitch Deck 101 for Indies

Oct 2023, February 2024

A [presentation](#) I have given on multiple occasions. Most notably, once at an IGDA Toronto event to more than 60 attendees; and another time at the IndieGameBusiness conference.

International Programmers' Day on the Data Podcast for Nerds

Sep 2023

I was a guest on this [panel](#) for the International Programmers' Day. As a panel of 4 authors, we answered viewers' question, and talked about our common interests in programming.

Clara's Adventure

Sep 2022

This is a point-and-click adventure game I built for the readers of my book, Game Development with Blender and Godot. Although really short, the game is playable and the version hosted on [Itch](#) offers readers a chance to compare their own creation with what I envisioned.

Game Development with Blender and Godot

Sep 2022

I collaborated with Packt Publishing to develop an outline for the book, build an adventure game and teach how to build it. The work has got shining [reviews](#).

Mead Crafter

Sep 2020

I decided to release a short game as a strategic decision soon after I founded my video game studio. This was so I could see how Steam worked. Originally a premium game, its price has since been changed to free for attracting a bigger player base. In this [game](#), you sell the townspeople mead in order to gain enough recognition with the aim of finally serving the King.

REFERENCES

Elric Best



It's always a breath of fresh air to be assigned to projects together; it's assured the project will meet business requirements and go the extra mile. Kumsal understands the deliverables from high-end plans, down to the detailed technical tasks. He's very skilled in planning, organizing and visualizing even the most complex tasks.

Jennifer de Visser



Kumsal was always a pleasure to work with. Whenever the really tough questions came up, he would be the first person ready with the knowledge and experience to troubleshoot even the most complicated issues. Kumsal was much more than your average designer; he was the person who we all turned to for answers that no one else knew. His expertise will be a boon to any organization lucky enough to employ him.

Paul Bradley



I worked directly with Kumsal on a large web application done in JavaScript for around three months. In that time he taught me how to create a JS library... There was no problem that Kumsal couldn't solve or a question he couldn't find an answer to. Kumsal's dedication to his work is admirable.