

Omer Mert Candan

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EDUCATION

University of Massachusetts
PhD in Computer Science - Dropped

Amherst MA, USA
Jan. 2019 – May 2020

Sabanci University
MS in Computer Science

Istanbul, Turkey
Sep. 2015 – Aug. 2017

Sabanci University
BS in Computer Science - GPA: 3.87

Istanbul, Turkey
Sep. 2011 – Jun. 2015

Robert College
High School

Istanbul, Turkey
Sep. 2006 – Jun. 2011

EXPERIENCE

Game Developer
Presto Games

Dec. 2020 – Sept. 2021
Istanbul, Turkey - (Remote)

- Game developer building games in hypercasual genre
- Small scale games with short development deadlines, usually 1-2 weeks per game
- Gained a lot of experience while balancing to be as efficient as possible while developing playable game prototypes
- Developed 12 prototype games in total, until the company closed down.

Software Developer
IUGO Tech.

Sep. 2018 – Jan. 2019
Istanbul, Turkey

- Debugged existing scripts which create a PostgreSQL database to store roads of Istanbul/Turkey
- Worked on both front-end and back-end systems to develop a feature to collect data from user defined polygonal map areas
- Implemented GPS data collection on apps developed in React Native
- Developed a system to display live location data on both mobile and web platforms
- Implemented custom Bluetooth functionality by modifying native code of corresponding React Native libraries

PROJECTS

Vigo Interactive Video Platform | *with Vigo Film*

June 2020

- partnered with Vigo (a production company in Istanbul) to develop custom projects for clients
- Developed a web application using with React as the front-end
- Implemented video overlay components for interactive videos
- Built an editing system to create a flow of interaction
- Developed an online exhibition for an artist from Austria

Using Smart Cards to Create Symmetric Keys for Secure Comm. | *Master Thesis Project*

Sep. 2015 - June 2017

- Worked on a Ministry of Industry of Industry and Technology (Turkey) project to provide an alternative way to generate keys for secure communications
- Implemented methods based on cryptographic hashes to allow keys to be generated offline
- Worked alongside a telecommunications company (Netas/Istanbul) to integrate our work into their mobile app on Android platform

Browser Data Visualizing Tool | *Internship Project*

July 2014

- Developed a tool to parse networking calls for the company as an intern
- Visualized the chain of calls as well as their chronology
- Extracted essential information from long log files into a simple web page

TECHNICAL SKILLS

Languages: C#, Javascript, HTML, CSS, Python, C/C++, SQL (Postgres), Go

Frameworks/Libraries: React, React Native, Redux, Redux-Saga, Node.js, Express, MongoDB, Bootstrap, Material-UI

Development with: Unity, Git, Firebase, Google Cloud Platform, XCode, Android Studio