



NEVZAT ARMAN

Software Developer

✉ nevzatarman@tuta.io
☎ [+49 151 453 88941](tel:+4915145388941)

- 🌐 nevzatarman.com
- in linkedin.com/in/nevarman
- github github.com/nevarman
- 🐦 [@nexxmobile](https://twitter.com/nexxmobile)
- 🔗 xing.com/profile/Nevzat_Arman

CAREER SUMMARY

I am an experienced solution-driven software developer with modular and object-oriented programming. I have been experiencing software development life-cycle, with a strong working knowledge of algorithms and data structures and continues integration through these years. I am experienced with languages such as C#, C++, Python, Java. I am also skilled in developing specifying requirements, user documentation and architectural systems research.

WORK EXPERIENCE

○

Software Developer

03/2019 - Present

Work in a client-facing role translating business requirements into viable, scalable software solutions. Collaborate with development team to deliver high quality software, visualization and simulation solutions.

Achievements:

- Developed a solution tool to import engineering simulations from Abaqus into game engines.
- Worked together with Unity Technologies to develop a highly extensible configurator template.
- Led development for hololens mixed reality training application.
- Used web technologies such as WebRTC and javascript, for prototyping.

Technologies used:

C# Python C++ Unity3D Unreal Engine Mixed Reality Abaqus WebRTC WPF

Feynsinn, Munich

○

Software Developer

10/2015 - 02/2019

Work in a flexible environment where supporting and determining business requirements for clients projects as well as working on development of internal tools.

Achievements

- Led the development of VR projects development for high profile clients who run the deliverables in many dealerships and present them at exhibitions such as the Paris and Geneva motor shows.
- Designed microservice solution according to client needs to improve application extensibility.
- Consulted other development teams and artists for client projects regarding CI, development and delivery improvements.
- Used web technologies such as WebGL for high end visualization.
- Developed internal VR library to improve development-delivery times.
- Led git workshop for teammates.

Technologies used:

C# Unity3D Unreal Engine WebGL Mixed Reality Micro-services MySQL Jenkins Scrum

Dassault Systemes 3DEXCITE, Munich

○

Junior Software Developer

2012 - 2015

Part of a development team that creates in-house applications and games for app Android, IOS and windows store as well as interactive 3D-AR applications for museums.

Achievements:

- Developed successful mobile games with Unity3D for Android, IOS and Windows Phone that reached more than ten million downloads in Turkey app stores.
- Contributed to development of interactive standalone and mobile AR applications for museums.
- Developed native Android applications using Java and Eclipse.

Technologies used:

C# JavaScript Unity3D Android Java VR-AR Kinect App Store

Arox Information Systems, Istanbul

PROJECTS

Please see my website nevzatarman.com for more information about the projects I have made.

Companies I worked with:

- PSA Group BMW VW Unity Technologies Porsche Ford

SKILLS & TOOLS

Programming

C#

C++

Python

Java-Android

Tools

Unity3D

Unreal Engine

VR-AR

Git

Others

DevOps Code Review Unit Testing Linux Mobile Development JSON Web Services HTML WPF .NET Framework Micro-services

EDUCATION

Bachelor's Degree

Istanbul Technical University

2008 - 2013

Erasmus Programme

Zachodniopomorskie

Uniwersytet Technologiczny w

Szczecinie

2010 - 2011

CERTIFICATES

🏆

Introduction to Computer

Science and Programming

MIT Online Course

2012

PUBLICATIONS

📄

Digital Age Turkey

ajanspress.com.tr

02.08.2014

LANGUAGE

Turkish (Native)

English (Professional)

German (Intermediate)

INTERESTS

- Basketball
- Reading
- Cooking
- Games