





NEVZAT ARMAN


Software Developer


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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 requirements specifications, user documentation and architectural systems research. Tools and other technologies I use: Unity3d, Unreal Engine, Linux, Git, Android, Micro-services, WPF, Jenkins.

WORK EXPERIENCE

Senior Software Developer

Feynsinn, München

2019 - Present

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

Achievements:

- Developed a solution tool to import engineering simulations from 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

Professional Software Developer

Dassault Systemes 3DEXCITE, München

2015 - 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 another development team 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

Software Developer

Arox Information Systems, Istanbul

2012 - 2014

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

PROJECTS

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

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