



## CAREER PROFILE

I am an experienced solution-driven software developer with modular and object-oriented programming. I have been experiencing software development lifecycle, with a strong working knowledge of algorithms and data structures and continues integration through these years. I am experienced in Unity3D, C#, Unreal Engine, C++, Python, Java and skilled in developing requirements specifications, user documentation and architectural systems research.



## EXPERIENCES

### Senior Software Developer

2019 - Present

Feynsinn, München

Developed and maintained interactive training applications for VR, Mixed Reality and Hololens platforms for high profile clients.

### Professional Software Developer

2015 - 2019

Dassault Systemes 3DEXCITE, München

Led VR and AR 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.

Moreover delivered a concept for development of mobile applications with AR and VR capabilities.

### Software Developer

2013 - 2015

Arox Information Systems, Istanbul

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.



## PROJECTS

For more information and projects please see my personal website: [www.nevzatarman.com](http://www.nevzatarman.com)

**Unity Configurator Template** - More info after release...

**VW VR Solutions** - Developed multiple VR solutions for VW at 3DEXCITE such as VW UP Vr experience and VW VR sales configurator.

**DSVV-DS Virtual Vision** - DSVV is a VR project that was developed for DS Automobiles for Geneva International Motor Show. It is one of the first commercial project that uses HTC Vive. After the success of motorshow DSVV was installed in more than 100 dealerships around the world.

**Mustang Over Manhattan** Mustang Over Manhattan is a VR experience created at 3DExcite. This experience lets visitors put on a VR headset and construct a Ford Mustang while climbing inside the elevator to the top of Empire State Building. I was part of a Vr development team for this project.

**Aptal misin?** Aptal misin is a challenging puzzle game where you have to think different to pass the impossible stages. Aptal misin became #1st in Free Apps category at Turkey App Store and also at Google Play Store within a week in 2013, and downloaded over by 10 million people. The game is made with Unity3D and I was working as the lead game developer and designer for this project.



## SKILLS & PROFICIENCY

### Unity3D



### C#



### AR-VR development



### Unreal Engine - C++



### Python



### Android - Java



# Nevzat Arman

Software Developer

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## 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

### An Introduction to Operations Management

University of Pennsylvania Online Course  
2012

## PUBLICATIONS

### Digital Age Turkey

[ajanspress.com.tr](http://ajanspress.com.tr)  
02.08.2014

## LANGUAGES

English (Professional)

German (Intermediate)

Turkish (Native)

## INTERESTS

Basketball

Reading

Cooking

Games