# Özgür Çebi

Unity Developer

Experienced game developer with a passion for crafting immersive multiplayer experiences through cutting-edge networking and artificial intelligence systems. Seeking opportunities to contribute to large-scale game projects.


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## WORK EXPERIENCE

### Multiplayer Unity Game Developer
KobGames Studios

*08/2022 - Present*

*Achievements/Tasks*

- Worked on development of WebGL project Kitties Metaverse using Unity and Photon Quantum.
- Involved in development of hyper-casual and hybrid-casual game prototypes.
- Currently working on a multiplayer hybrid-casual survival game using Photon Fusion.
- **Keywords**: Entity Component System, Photon Quantum, Photon Fusion, Addressables, Unity CCD, Unity-React communication, WebGL.

### Unity Developer
HoloNext

*10/2020 - 08/2022*

*Achievements/Tasks*

- Contributed to the development of mid-core multiplayer games Hunt Heroes and RoboSquad.
- Involved in development of over 40+ hyper casual game prototypes.
- Engineered a modular and extendable codebase for gameplay mechanics, expediting the development of new prototypes.
- Developed WebGL and AR applications for non-gaming related projects.
- Worked as a scrum master and software development team lead to manage and develop hyper-casual prototypes.

### Intern
Softtech

*08/2019 - 09/2019*

*Achievements/Tasks*

- Developed a mobile application that shows pharmacies on duty on the map using location information.
- Worked with Android Studio, Model - View - ViewModel design pattern and Kotlin language.
- https://github.com/ocebi/istanbul_nobetci_eczaneler

## EDUCATION

### Computer Engineering
Yeditepe University

*09/2016 - 06/2021* *GPA: 3.29*

## SKILLS

C# | Unity | Game AI | Project Management | Photon Engine (PUN2, Fusion, Quantum)

## PROJECTS

### Kitties Metaverse (08/2022 - 07/2023)

- Kitties Metaverse is an open-world metaverse game that utilizes the Solana blockchain and supports up to 128 concurrent players in a single room. There are over 4000 playable characters. Players link their wallets, and NFT data is fetched through game APIs. Character mesh is constructed at runtime with the help of the Unity Cloud Content Delivery system. Players can chat and interact with each other, join PvP battles, or explore the open world. The game is supported on web and mobile platforms.
- Gameplay - More

### Hunt Heroes (03/2021 - 07/2021)

- Hunt Heroes is a mid-core co-op multiplayer game where there are over 15 playable characters. Each character has a unique attack ability. Aim is to eliminate monsters and compete with other players to earn the highest score.
- Responsible with gameplay programming, real-time networking, artificial intelligence, matchmaking, mission tracking systems, as well as Play Store, Game Center, and Facebook Login integrations, SDK integrations, in-app purchases, and Play Store publishing.
- Store link - Gameplay

### RoboSquad (10/2020 - 02/2021)

- RoboSquad is a mid-core multiplayer battle-royale game. There are different unlockable characters and each character has unique weapons and skills. Aim is to eliminate all players and become the last player standing.
- Involved in development of critical game mechanics, including character system, minimap, kill feed, character skills, spectate system, trophy system, mission system, matchmaking, AI, and client-side implementation of game APIs.
- Store Link - Gameplay

### Hyper-casual Prototypes

- Balloon Fever - Boss To Raise - Oh My Muscles! - Last Man Standing - Make Up And Drive - Count And Build - Dino Escape Run - Office Flirt - Pottery Run - Shoe Run - Influencer Agency - Drift Pursuit - Dino Merge! - Draw Shapes 3D - Shop Lift Escape - Tactical Police Escape - Femme Assassin 3D - 20+ more

### Evaluation of Behavior Tree and Finite State Machine based Artificial Intelligence Algorithms in Shooter Games (03/2021 - 06/2021)

- Created a shooter game environment to compare win rates between different AI systems. Two advanced AI systems were created using Finite State Machine and Behavior Tree algorithms. Teams controlled by these algorithms competed in a fair shooter game environment with various number of agents and in different maps. Turned this project into a paper and presented it in the IEEE TUAC conference.

## LANGUAGES

English
*Full Professional Proficiency*

Turkish
*Native or Bilingual Proficiency*