

Oğuz Batur Sariöz

Game Developer

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Education

Associate Degree / Computer Programming

Beykent University

09.2020 - 06.2022

İstanbul, Türkiye

I learned Algorithms, Data Structures, Web development, SQL databases and some programming languages like Python and Java. At the same time, I participated in the Entrepreneurship competition at this university.

Profile

Passionate game developer with a year of experience in programming and the successful release of my first game, BladeBrawl.io. Skilled in creating games for both mobile and desktop platforms, with a focus on delivering engaging and immersive experiences. Currently working on my next project, 'Operation Doomsday,' a thrilling desktop game. Graduated from Beykent University with an associate's degree in Computer Programming. Dedicated to continuous learning and pushing the boundaries of game development to create innovative and entertaining experiences

Abilities

Unity (Game Development), **Godot** (Game Development), **Bevy** (Game Development Framework), **C#** (Game Development), **GdScript** (Godot's Programming Language), **Rust** (Software development), **HTML**, **CSS**, **TypeScript** (Superset of Javascript), **Javascript** (Web Programming Language), **React.js** (Web Development), **Node.js** (Backend development), **Java**, **Photoshop** (Web Design), **Figma** (Web Design and Prototyping), **ABAP** (SAP Programming Language), **Actix** (Backend Framework for Rust.)

Professional Experience

Software Development Intern

SNI

07.2022 - 10.2022

İstanbul, Türkiye

Learned about ABAP programming language. Reports on the services offered by the company were created. XML and XLS formats were learned to create e-invoices.

Game Developer

Self-employed

2018 - present

İstanbul, Turkey

I've been creating on and off for about 5 years now. But I've been making games full-time for about a year/1.5 years.

Projects

BladeBrawl.io

04.2023 – 06.2023

io game created in the Godot Engine.

BladeBrawl.io: An exciting and fast-paced multiplayer IO game that I developed from concept to release. The game features intuitive controls and a dynamic gameplay experience. With a strong focus on fun and engaging gameplay. It serves as a testament to my ability to design and develop captivating games for online platforms.

Covid Tracker

10.2021 – 11.2021

Related to Covid; I created a website that shows daily and total cases, recoveries, deaths. I chose not to use public or paid APIs to build this project. Instead I decided to create my own API with Javascript. I chose a website that displays this type of information and then created a web scraper to extract the information. I created a small library and then imported it to my server. then created some endpoints on my server so that my frontend could access the information. On the front end, I chose to use some additional libraries like framer-motion to further animate React.js. In app.js, I used the setInterval method to periodically get new information from the server. In short, for the Front End; I used React.js Node.js, Express.js for Server and Axios for Web scraping.

Smart Brain

09.2021 – 09.2021




This is a project I did to understand how APIs work. I've created a small web application that can detect faces in the images you provided. I used an external API service called Clarifai. I used React.js, PostgreSQL.

RezervPark

01.2022

This project has been prepared for the Beykent Entrepreneurship competition. This aims to provide parking reservations via a digital platform to make parking easier for Istanbul residents. I used Next.js for the website.

Certificates

- Akbank Web3 Smart Contract Development with Solidity 
- React: Software Architecture 
- The Complete Web Developer in 2022: Zero to Mastery 
- UX Design: 1 Overview 