



Oguzhan Delibas

Game Developer

I am passionate **Game Developer** dedicated to turning dreams into reality, creating immersive experiences for people to enjoy and have fun.

I have developed over 30 mobile and computer games. Alongside my coding expertise, I am proud of my skills in **project management**, **strong communication abilities**, and **being a collaborative team player**.

Contact

Email

oguzhan_delibas@outlook.com

Location

Ankara / Türkiye

Portfolio

- oguzhandelibas.github.io/portfolio
- github.com/oguzhandelibas
- linktr.ee/oguzhandelibas

Skills

- Unity, C#
- Unity Cloud
- Firebase
- PlayFab
- Photon Engine
- OOP, SOLID
- Agile & Scrum
- Asana & Trello
- Figma, Illustrator, Premiere

Interests

- OpenGL, C++
- Data Science, Python
- Machine Learning
- Cyber Security, Linux

Language

- Turkish (Native)
- English (Fluent)

Education

- B.Sc Business Administration (2024 Graduate)

Professional Experience (3+ yr)

2023 - 2024 (1 yr 3 mos)

Bergama Games, Ankara

GAME DEVELOPER

We produce **Multiplayer Computer Game** at ODTÜ TEKNOKENT. I play a role as a software developer in the project. The titles I play a role in:

- Network Operations (w/Photon Engine)
- Improving Gameplay Mechanics
- UI Development

2021-2022 (1 yr 2 mos)

Hifive Games, Istanbul

GAME DEVELOPER

I contributed to the company with 10 different **Mobile Game** projects. I used **C# and Unity** throughout the process. Writing clean and sustainable code, adhering to **SOLID** and **OOP** rules was our priority

2021 (10 mos)

Dumbbell Games, Istanbul

GAME DEVELOPER

I have produced 12 published **Mobile Game** projects in total in this company where I work under the management of people who have gained experience in AA projects. I used **C# and Unity** during the process.

2020 - 2021 (5 mos)

Tempesta Games, Istanbul

GAME DEVELOPER

We developed **Mobile Games** with **C# and Unity**. I assumed the responsibilities of the technical team throughout the process.

2019 (3 mos)

Qbastly Studios, London

GAME DEVELOPER

I joined a team I met on the internet, we used C# and Unity to develop our computer game in this unofficial working adventure.

Social

GAZİ DOTT (2 yr 5 mos)

Digital Game Design Society
Board Member

TÜBİTAK PROJECT

With our team at Gazi University, we developed a game to aid children's English learning through gamification.

GREENY GAME JAM

Organizator

We organized an Game Jam event in cooperation with big game companies such as TaleWorlds, Peak

Management Trainee (9 mos)

Google Academy
I was trained by Google's Senior PMs.

TEKNOFEST İZMİR, 2023

We introduced our **Computer Game** at Teknofest

ÜNOG

Coordinator

I guided game developers as a coordinator at an LudumDare'48 event