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#**
- **Photon Engine**
- **OOP**
- **SOLID**
- **Agile / Scrum**
- **Asana & Trello**

Interests

- **Data Science**
- **Machine Learning**
- **Cyber Security**
- **Blockchain**
- **OpenGL**
- **Python**
- **Assembly**

Language

- Turkish (Native)
- English (Fluent)

Education

- B.Sc Business Administration (Graduate 2024)
- A.S Computer Programming

Professional Experience (3+ yr)

2023 - ...
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 8 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 10 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)
Qbasty Studios, London
GAME DEVELOPER

I joined a team in the UK that I met online, I had the opportunity to work with expert developers in this unofficial working adventure. We used **C# and Unity** for develop our **Computer Game**

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 develoapers as a coordinator at an LudumDare'48 event