Oğuzhan Delibaş
Game Developer

I am a **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 robust coding expertise, I take pride in my skills in **project management**, **strong communication abilities**, and **being a collaborative team player**.

I embarked on my journey in Software Development back in 2015 at the age of 15. Since then, I've delved into various domains including Cyber Security, Web Development, Native Android Application Development, and Artificial Intelligence, honing my skills along the way. This diverse experience has greatly aided me in my endeavors in Game Development.

Contact

Email
oguzhan_delibas@outlook.com

City
Ankara / Türkiye

Portfolio

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

Skills

- Unity, C#
- .NET Framework
- Multiplayer Game Dev
- OpenGL, Python
- OOP
- SOLID
- Agile / Scrum
- Asana & Trello
- Unreal Engine, C++

Language

- **Turkish (Native)**
- **English (Professional)**

Experience

2023 - ...
Bergama Games
GAME DEVELOPER
We produce multiplayer computer games 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 Fusion)
- Improving Gameplay Mechanics
- UI Development

2022 - 2023
Digiage'22/Digiage'23 & Google Bootcamp
GAME DEVELOPER| PRODUCT OWNER

In Digiage, I was the team leader of a team of 13 people in 2022 and 2023. We developed a computer game together.

I assumed the Product Owner role of a team of 5 people at the Google Game Development Bootcamp. We managed to get into the top 7 in the bootcamp where 168 teams participated.

2021-2022
Hifive Games
GAME DEVELOPER

I produced 6 published projects using Unity & C# technologies within Hifive Games. Working with the experienced team helped me increase my experience.

2020-2021
Dumbbell Games
GAME DEVELOPER

I have produced 10 published projects in total in this company where I work under the management of people who have gained experience in AAA projects.

2020
Tempesta Games
GAME DEVELOPER

In this team, where I took the role of Team Leader, we produced great game prototypes for mobile.

2019
Qbasty Studios
GAME DEVELOPER

I joined a team gathered from the United Kingdom to develop games for PC