



# Oğuzhan Delibaş

Game Developer

## Contact

### Email

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### Address

Ankara / Turkey

## Portfolio

- <https://github.com/oguzhandelibas>
- <https://linktr.ee/oguzhandelibas>

## Skills

- Unity
- Unreal Engine
- Multiplayer Games
- OpenGL
- C#
- C++
- Python
- Java
- HTML / CSS
- Asana & Jira & Trello
- Project Management
- Agile - Scrum

## Language

Turkish

English

I am a Professional Game Developer who turns dreams into reality for people to have fun.

I started Software Development in 2015 when I was 15 years old and until today I have produced projects in many areas such as Cyber Security, Web Development, Native Android Application Development and Artificial Intelligence. Gaining experience in different technologies helped me in my Game Development journey.

I have taken an active role in the production of more than 30 Mobile and Computer games. In addition to my strong coding knowledge, Project Management, Strong Communication and being a good teammate are the qualities I am proud of.

## 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

#### PRODUCT OWNER | GAME DEVELOPER

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

Qbasti Studios

#### GAME DEVELOPER

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