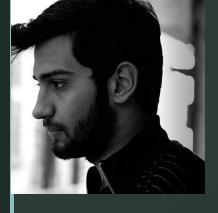
# CV & PORTFOLIO





## İBRAHİM ONAY MURATOĞLU

## Game Developer

+90(539) 406 54 00 - onaymuratoglu@gmail.com

Linkedin: https://www.linkedin.com/in/onay-murato%C4%9Flu-496119214/

Github: https://github.com/onayyy

#### **ABOUT ME**

- I am a Computer Engineer.
- I have keen interest in software & game development.
- I am doing projects in my free time that you can check it on portfolio section.
- I especially like to play games.

### <u>INTEREST</u>

- Architecting Software
- Game AI
- Hyper-casual & casual games

### **EXPERIENCES**

- Gameograph Çanakkale/Turkey ,
   Unity Game Developer (Dec 2021 Aug 2022)
- Mavera Games Unity Game Developer (Freelancer)

### **SKILLS**

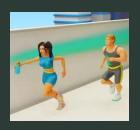
- Unity
- C# C++ Java HTML CSS
- Object Oriented Programming
- Software Design Patterns

### **EDUCATION**

Iskenderun Technical University (2.97)
- (2015 - 2020)

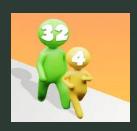
#### **LANGUAGE**

- Turkish(Native)
- English(Intermadiate)



#### Graffiti Run

https://apps.apple.com/tt/app/graffiti-run/id1621729716



#### Front Merge

https://apps.apple.com/tt/app/front-merge/id1626972910



#### **Ghost Runner**

https://play.google.com/store/apps/details?id=com.maveragames.GhostRunner3D&hl=tr&gl=US



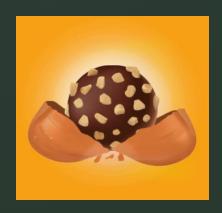
**Block Match** 



**Bussines Run** 



Dream Jobs Runner



Nut Run



Stickman Diving



Streamer Rush

## Clone Projects

ATM Rush, High Heels, Hair Challange (Gameplay Video)

https://www.linkedin.com/posts/onay-murate%C4%9Flu 496119214\_atm-rush-clone-high-heels-clone-hair-challenge-activity-6885322135984717825

Voiq/?utm\_source=share&utm\_medium=member\_desktop

Count Master (Source Code)

https://github.com/onayyy/Count-Master