Contact

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💻 www.uçmaz.com
(Contains Github & more)

📍 Turkiye-İzmir

About Me

I'm a 3rd-year Computer Engineering student at Dokuz Eylül University. I love game development/design and developing apps to solve annoying problems. I force myself to create new solutions everyday with multiple projects that I enjoy and adore.

As of 12/24/2025, currently working on the Full Stack development of 4 Projects(Apps and websites with backends)

References

Doç. Dr. KÖKTEN ULAŞ BİRANT
Software Engineer - Academician
Email: ulas.birant@deu.edu.tr

Dr. Sıla Derin
Clinical Psychology - Psychodramatist
Phone: +90 554 336 62 93
Email: siladerin@gmail.com

EMRE UÇMAZ
Game/App Developer

Education

Computer Engineering Bachelor's Degree
Dokuz Eylul University
2023-2027

Expertise

Game Design/Development

Full Stack App/Web Developing

Unity

Leadership (Chairman - POG)

Language

Turkish - Native

English - C1

Arabic - B1

Projects

Oct 2024 – March 2026

TÜBİTAK, "Düşüncelerini Hafiflet!"
Solo Game Design/Development
- Conducted a research project (With Dr. Sıla Derin) combining psychology and technology, utilizing programming to model behavior and analyze patterns. Showcased analytical and problem-solving skills. Earned right to get a scholarship from TÜBİTAK. Continuous updates and revises going on until March 2026.

Nov 2024

DEUPOG – Jamination7
Lead Developer/Designer (Team of 2)
- A 2D Pixel Art stealth-action game developed during a Game Jam within only 48 hours. Players experience the thrill of sneaking, strategizing, and making daring escapes. Highlights my skills in Unity, level design, and fun gameplay.This game is also my first ever game I ever tried and finished.

July 2025 – Ongoing

UniHub – A Social Platform for University Communities
Full Stack Development
- Solo development of the whole stack and also marketing.
- Growing business
- www.unihub.tr

September 2025

IZOTOP - Game Jam
Lead Developer (Another team of 2)
- Developed in 30 hours with a teammate, this Unity project is a rogue-lite local co-op game featuring fun mechanics and random events. Showcases rapid prototyping, teamwork, and creative design under tight time limits.

December 2025

İAÜ OTK - Sandwich Jam II
Lead Developer (Another team of 2)
- Developed a 2D Pixel Story-Based game in 48 hours in Unity.
- Worked on Level Design, Game Design and Development