

EMRE UÇMAZ

JUNIOR GAME DEVELOPER

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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 challenges everyday with multiple projects that I enjoy and adore. I work well with new technologies because I am eager to learn therefore I learn them quicker.

AREA OF EXPERTISE

Game Design	C#-Java	Solving Problems / Debugging
Unity	OOP	Backend Development

PROJECTS

TÜBİTAK, "Düşüncelerini Hafiflet!" Oct 2024 - Feb 2025

- Conducted a research project 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.

Proje Ve Oyun Geliştirme Grubu (POG - DEU) - Jamination7 Nov 2024

- A 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 creating immersive gameplay. This game is also my first ever game I ever tried and did.

Solo Development of UniHub – A Social Platform for University Communities July - September 2025

- Designed and developed a mobile app tailored for university clubs and students to connect, organize events, and share content. Built using modern tools and frameworks with a focus on user experience, performance, and scalability.

ADDITIONAL INFORMATION

- Languages:** English (C1), Arabic (B1)
- Technical Skills:** C#, Java, Python, C, OOP, Unity, Math, Spring Boot
- Social Skills:** Project Management, Leading, Teamwork, Time Management, Extrovert
- University Communities:** 2025-2026 Chairman of the "Proje Ve Oyun Geliştirme Topluluğu"

REFERENCES

- Doç. Dr. KÖKTEN ULAŞ BİRANT**
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