

URAS ORAN

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<https://github.com/urasurasuras/>

TECHNICAL SKILLS

Most proficient from left to right

Programming Languages

C#, C/C++, Java

Scripting Languages

Bash, PHP, Python, Javascript

Frameworks and Libraries

Unity, .NET, Unreal Engine 4, SDL 2, Vulkan API

Front End Web Development

ReactJS, HTML, Bootstrap, CSS, Apache

Other

Git, Jira, SQL, PostgreSQL, RabbitMQ, Autodesk Maya, Google Suite, Microsoft Office, Adobe CC Suite, AWS

PROFESSIONAL EXPERIENCE

Cognizant Technology Solutions

January 2022 - present

Information Technology Associate

- Analyzed and debugged the integration codebase that uses **Spring framework (Java)** to identify and solve production-level issues
- Experience in performing **production level application support** for insurance products for over **100000 customers** and over **200000 policies**.
- Identified and troubleshooted production issues with peers using **AWS Cloudwatch**
- Further analyzing discrepancies in an **SQL** database, creating and requesting approval for necessary change tickets and applying subsequent changes to the database via said SQL queries.

EDUCATION

New Jersey Institute of Technology

2017-2021

B.S. in Information Technology

GPA: 3.3

Professor's Assistant - Intermediate Java

PROJECTS

All personal projects can be found on GitHub

Spatoo Jr.

Unity

3D arcade-style space shooter game. In charge of engineering various gameplay elements including but not limited to an ability and powerup system, UI management, and a mission system. Project is done with a team of 8 total using the **Unity** game engine in **C#** and using **GitHub** for source control and **FMOD** for precise adaptive sound control. <https://hydrametry.com/>

Virtual Ontology

Unity

Ontology is a set of concepts in a domain represented as a graph with nodes and edges showing properties & relationships between concepts. The display and navigation of an ontology in 2D can be a challenge, therefore this project focused on various 3D node formations, graph traversals, and general usability issues associated with virtual reality interfaces. Project management and participation in development, **C#** documentation generation with **DocFX**

3D Game Programming

Vulkan Graphics API & SDL 2

3D endless first person survival shooter, with features such as first person camera rotation and character movement, collision detection, 2D and 3D rendering pipelines, entity system, level editor and loading to and from user configured files. Programmed in the **C programming language** using the **gf3d** framework along with **Vulkan Graphics API & SDL 2**

Overwatch Profile Builder

System Integration

Developed backend for users creating profiles using a web server, storing user profile data using **MySQL**, communicating between virtual machines through **RabbitMQ** using **PHP** and **AMQP**, scripted data collection from 3rd party data source, deployment script that deploys the system across a given network.