URAS ORAN

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https://github.com/urasurasuras/

EDUCATION

New Jersey Institute of Technology   **2017-2021**
B.S. in Information Technology   **GPA: 3.3**
Game Development Specialization

EXPERIENCE

BitsBytes Code   **September 2021 - present**
Game Developer and Instructor
Design and deliver curriculum to students in STEM related fields and game development

NJIT Department of Informatics   **January - May 2021**
Grader/Assistant
Involvement in the Advanced Programming for Information Technology course and projects Office hours involving helping students with class material. Grading lab assignments, homework assignments, and exams

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. Also used FMOD for precise adaptive sound control. Project was done with a team of 8 total using GitHub for source control.

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.

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.

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.

Groove Crusaders   **Unity**
2.5D roguelike rhythm game with 4 player local co-op, including features such as adaptive music using FMOD, Twitch chat interaction for powerup collection. This semester long project is also accompanied by its own design document

TECHNICAL SKILLS
Most proficient from left to right

Programming Languages	C#, C/C++, Java
Scripting Languages	PHP, Python, Javascript, Bash
Game Frameworks and Libraries	Unity, .NET, Unreal Engine 4, SDL 2, Vulkan API
Front End Web Development	HTML, Bootstrap, CSS, Apache
Other	Git, Trello, MySQL, RabbitMQ, Autodesk Maya, Unreal Engine 4, Google Suite, Microsoft Office, Adobe CC Suite, AWS