

Uras Oran

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

EDUCATION

New Jersey Institute of Technology/ 2017- present

Information Technology Major (expected graduation date 2021 Spring)

Game Development Specialization

Relative Coursework: Information Design Techniques, 2D/3D Game Programming, Foundations of Game production, System Integration

3.2 GPA

TECHNICAL SKILLS

System Integration: RabbitMQ, MySQL

C++: Game modification development

C: Standalone game engine using Simple DirectMedia Layer, Vulkan Graphics API

C#: Unity and .NET development

Web Development: PHP, HTML, Bootstrap)

Other: Python, Java

VOLUNTARY WORK AND OTHER PARTICIPATIONS

NJIT eSports - Overwatch General Manager/ 2020-present

NJIT International Game Developers Association/ 2019-present

NJIT Association for Computer Machinery/ 2019-present

Smart Systems Summer Internship (S3I)/ 2019

Duke of Edinburgh Awards/ 2015

OTHER SKILLS AND INTERESTS

Microsoft Office, Adobe Premiere, Photoshop, and Ableton Live

Game development:

- Game Design document
- Analog and digital game
- Diegetic audio design completed with reactive music automation

Experienced with computer components and systems

Interested in how game design elements impact the players both physically and mentally

Native Turkish speaker