

# Uras Oran

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## TECHNICAL SKILLS

### 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

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## 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 analyzed discrepancies in an **SQL** database, creating and requesting approval for necessary change tickets and applying subsequent changes to the database via said SQL queries.

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## EDUCATION

**New Jersey Institute of Technology**

2017-2021

B.S. in Information Technology

GPA: 3.3

*Professor's Assistant - Intermediate Java*

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## PROJECTS

### Portfolio

**React JS**

Portfolio webpage created using the **React JS** framework. Contains a navbar, React routing, masthead, portfolio and project sections. Styled with **Bootstrap**.

Deployed using **Vercel** and hosted on <https://uras.app/>.

### 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/>

### 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 glfw3 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.