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

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.

EDUCATION

New Jersey Institute of Technology   2017-2021
B.S. in Information Technology   GPA: 3.3
Professor's Assistant - Intermediate Java

PROJECTS

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   **C, 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

2D Game Programming   **C & SDL2**
The 2v2 top-down arena fighter game is an exciting multiplayer game that can be played using either a keyboard, a mouse, or a controller. The game features various systems that enhance the gameplay experience, including controller support, local multiplayer, objectives, powerups, player interaction, multiple interactive levels, and a level editor. Programmed in the C programming language using the gf3d framework along with SDL 2

Cards of Betrayal   **Unity**
Original digital card game. This Unity project is a demo which can only be played locally by players taking turns. Rules of play are available in the README of the project.