Taylan Özdoğan

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Summary

I am a senior year Computer Science student from Hacettepe University and a game developer with 1.5 years of experience. I am skilled in Unity, C#, C++, Java, OOP, and more. I am a computer game lover since my childhood, my passion for the field led me to pursue a career in game development.

I developed and published many games both 2D and 3D, you can see and inspect them in detail at my portfolio below. Also I attended and developed at Nation-wide programming contests and Global Game Jams.

I am highly enthusiastic about Computer Science and always eager to learn about new technologies and combine them with my existing knowledge.

my portfolio website: https://ozdogantaylan.vercel.app/
three.js version: https://taylanozdogan3js.vercel.app/

Experience

Unity Developer
BK Mobil

May 2022 - Present (1 year 1 month)
* Developing a 3D multiplayer open-world game that is working on Web Browsers.
* Developing a dedicated avatar builder app that can be used in all 3D projects.
* Developing Network systems using Mirror Networking Library.
* Optimizing the performance of the game for the Web Browsers.
* Working closely with artists and game designers.
* Implementing newest technologies like ChatGPT to the project. (ChatGPT NPCs)
* Used VCS's: PlasticSCM, BitBucket.

Freelance Software Developer
Freelance (Self employed)

Jun 2021 - Present (2 years)
*Developed games to all platforms with Unity.

Notable Projects:
-Word Hunter (mobile)
-The Journey of Phanes (2D pixel art action platformer)

Game Developer
Janus Interactive

Jun 2022 - Aug 2022 (3 months)
* Developed and successfully delivered a strategy card game's MVP (demo) for investment rounds. The game is also based on NFT mechanics and the Play & Earn concept.

https://stormwarfare.com/

3D Web Developer
BK Mobil
Oct 2021 - May 2022 (8 months)
*Developing 3D interactive web-applications with three.js & babylon.js
*3D Graphics programming and Web Development utilizing WebGL.
*Developing shaders using GLSL.

Laboratory Assistant Researcher
Orta Doğu Teknik Üniversitesi / Middle East Technical University
Jun 2018 - Sep 2018 (4 months)
Intern Laboratory Assistant at Transportation Laboratory of Civil Engineering Department

*Photographing rocks that are used in Highway construction and creating high quality 3D models
with the help of an algorithm to inspect and calculate more precisely while using these rocks on
constructions.

Education

Hacettepe University
Bachelor's degree, Computer Engineering
2020 - 2023

Orta Doğu Teknik Üniversitesi / Middle East Technical University
Bachelor's degree, Civil Engineering
Oct 2014 - 2020
Activities and societies: METU Couple Dances Club (As a part of METU Dancesport team Competed in
Nation-wide competitions.)

*Dropped Out to Study Comptuer Science

Gazi Anadolu Lisesi
High School Diploma

Licenses & Certifications

Build 3D Web Apps with Babylon.js - Zenva

Intro to Frontend Development with React - Zenva

2022 Tourism Technologies Competition University and Above Level Finalist - TEKNOFEST

468784

Skills

Computer Graphics • Object-Oriented Programming (OOP) • Java • Python (Programming Language) •
Three.js • Git • WebGL • babylon.js • Unity • Game Development