

Eren Özcan

Junior Game Developer | Gameplay Programmer

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Professional Summary

Junior Game Developer with 2+ years of experience in Unity and Unreal Engine. Expertise in gameplay programming, physics simulation, and system design. Developed a complete 2D turn-based game featuring custom gravity mechanics, destructible environments, and modular skill architecture. Strong foundation in C#, C++, and real-time interaction systems with proven ability to build optimized, scalable gameplay systems.

Technical Skills

Game Development: Unity, Unreal Engine, Gameplay Programming, Physics Simulation, VR Development, Performance Optimization

Programming: C#, C++, Python, ABAP

Tools: Git, Visual Studio, Docker, Kubernetes, AWS, Google Cloud

Core: Object-Oriented Programming, System Architecture, Turn-Based Combat, Real-Time Rendering, Game Physics

Professional Experience

Part-Time VR Developer, Etki-Academy

Apr 2023 – present

- Develop VR applications for Meta Quest 2 using Unreal Engine with focus on immersive experiences
- Design and implement VR interaction systems, hand tracking, and controller input mechanics
- Optimize real-time performance to maintain consistent frame rates and reduce motion sickness
- Collaborate with cross-functional teams to implement new features and enhance user experience

SAP ABAP Intern, Safir Yazılım

Feb 2025 – June 2025

- Support ERP system development and business process automation using SAP ABAP
- Debug and troubleshoot ABAP code for enterprise applications
- Document technical specifications and system procedures for knowledge transfer

Cloud Engineering Intern, BLC Communication

Aug 2023 – Sept 2023

- Managed cloud infrastructure using AWS and Google Cloud Platform for scalable deployments
- Implemented CI/CD pipelines and utilized Docker/Kubernetes for microservices architecture
- Optimized cloud resource usage and costs while maintaining system performance

Software Development Intern, Kocaeli University

Aug 2022 – Sept 2022

- Developed internal software systems using C# and .NET Framework
- Performed system analysis, bug fixing, and feature implementation
- Enhanced backend logic and database integration for improved reliability

Projects

Cosmic Rumble – 2D Turn-Based Shooter

Unity, C#

- Developed complete 2D turn-based shooter with custom planet-based gravity system and destructible environments
- Engineered physics simulation affecting projectile trajectories with wind resistance and gravity effects
- Designed modular skill/ability architecture using OOP principles for extensibility
- Built turn-based combat system with action queuing, state management, and comprehensive UI
- Optimized performance through object pooling, efficient collision detection, and rendering optimization
- **Technologies:** Unity 2D, C#, Physics2D, Particle Systems, Unity UI, Animation System

Education

Kocaeli University, BS in Information Systems Engineering

Sept 2020 – June 2025

- **Relevant Coursework:** Data Structures, OOP, Software Engineering, Database Systems, Computer Graphics