



# Berkay Ozturk

Game Developer

- 13 October 1996
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## About me

I want to improve my self as a game designer and game developer. I am a person who loves and respects creative work. I like interaction with people. I hate to be isolated from people I work with and my friends. I do procrastinate things but I don't miss deadlines. People say that I am a practical person and I am practical while programming as well. I am usually the person who motivates everybody in the team. I can give you/your company a hand with the development of a product in terms of both software and hardware\*. \*I am not really confident with my hardware skills but I made projects using development boards before.

## Skill

Unity3D Game Engine



Java



SystemVerilog



Backend Web Development



Frontend Web Development



Hardware Prototyping



C



Linux



## interests

Game Design, Game Development, Graphics programming, Product RnD. I am interested in Sound Design and I did some Sound Design projects. I am also drumming, snowboarding, sailing and juggling at my "spare" time.

## education

- since 2014 B.Sc. Candidate in Information Technology Ankara  
Bilkent University Computer Technology and Information Systems
- 2010-2014 Gazi University Foundation High School Ankara  
Trying to know myself.

## projects

- 2014.2 Citation Tool for CTIS-152 C  
Basic command line application that helps the ENG-101 ENG-102 students to cite their work in various formats.
- 2014.2 Mini Games for CTIS-164 C using OpenGL and GLUT  
Little games that has basic Graphical Programming, AI and game design concepts
- 2015.1 Pixel Art Maker for CTIS-251 Java  
Pixel Art maker for game designers. Used awt GUI Library and OOP concepts.
- 2015.1 Little Puzzle HTML, CSS, JQuery, JS  
Divides the given 30x30 image into 9 puzzle pieces, you can solve it manually or just pressing solve button.
- 2015.2 Wordpress "Like" Plugin LAMP Stack  
Adds a like button to wordpress blog posts. Used PHP.
- 2015.3 Little Android Apps that serve to my own needs Android  
Note taking app, Pomodoro app, Flappy bird.
- 2015.3 I Have Been There App Android  
An android app that uses the Google Maps API. Stores the current location in the database of the app and some other FourSquare like features. Used Material Design while developing.
- 2016.1 Gravy Unity  
Little Platformer Game made in unity has a different game mechanic than other platformers.
- 2016.1 Flappy Bird on FPGA for Digital Design CS-223 SystemVerilog  
It is made on BASYS3 board using SystemVerilog. It uses VGA interface to display the game on a monitor.

## communities

- since 2016 rebble Pebble community that reverse engineers the pebble watch after its acquisition.
- since 2014 BilkentGNU I was the chair and instructor of the Free Software club for 1 year.
- since 2014 IEEE Bilkent active member.

## experience

- 2016 Ozgur Yazilim A.S. Internship Intern  
I made my internship at Ozgur Yazilim A.S. which is a company that develops free software for big companies in Turkey like Turkcell. I was actively involved in the work. I mastered my Wordpress and web development knowledge.
- 2016 Rebble Project  
I am involved in Rebble project.