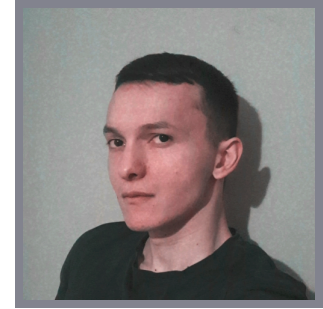# Furkan Mert OĞUZ

Computer Engineer / Game Developer

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OVERVIEW

Developing web and mobile games since 2015 using OSX, Windows and Linux. Experienced in single and multiplayer development concepts. Having programming as the main branch, involved in all components to create games including, modeling, texturing, interface design, level design, scriptwriting, sound producing and music composing.

LANGUAGE

- English - C1
- Turkish - Native

PROJECTS

Silverpath Online MMORPG - *Solo Game Development Project*

2017 - Present

- Published for [Appstore](#) and [Google Play Store](#)
- Silverpath Online is a 3D, retro-style openworld massive multiplayer online role playing game with a variety of mechanics that provides users with long hours to play and have fun.
- Used Unity3D as the game engine, C# for client-side programming, NodeJS for server application along with a MySQL database, Blender3D for modeling, Aseprite for pixel art and texturing, Audacity combined with various music producing apps for sounds and music.
- All components of this project are made by me.

Kooru Stone RPG - *Solo Game Development Project*

2015-2016

- Published for [Google Play Store](#).
- Kooru Stone is a 3D single-player role playing game with a gigantic openworld and a storyline with lots of quests.
- Made with Unity3D using C#. All models were made with Blender3D and textured with Substance Painter. Sounds and music were made with Beepbox and Audacity.

Game Development Library with C - *Framework Prototype*

2018

- With this C library, you can develop a game and emulate results on PC as if it is a game engine. Service contains an emulator application for each target platform, these emulators are scripted from scratch and designed to work on maximum possible performance, since both library and target emulator were made all together. Library targets any platform as long as an emulator exists for that operation system.

EXPERIENCE

Rokogame Studios - *[Freelance] Game Programmer*

For 5 months (Feb 2022- Jun 2022)

- Development of game prototypes for blockchain services.

EDUCATION

Sakarya University, Sakarya, Turkey - *Bachelor's Degree of Computer Science*

2015 - 2020

During my education, I have been involved in a variety of projects, such as single and multiplayer game projects for mobile or web or the UAV contest conducted by TEKNOFEST along with an Autonomous Robotic project.

PROGRAMMING LANGUAGES

- C# (Intermediate) : Unity3D games, windows apps.
- C/C++ (Moderate) : Applications and external libraries.
- Javascript (Moderate) : NodeJS server applications, sockets.
- PHP (Moderate) : Server applications.
- Python (Average) : Robotics, deep learning, OpenCV, numpy.
- Java (Beginner) : Android Studio.
- SQL : MongoDB, MySQL