



Turgay Özdemir

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ABOUT ME

I am a computer engineer and game developer/designer. I am an entrepreneur who started my own business during my university education. My ability to quickly adapt to the latest technologies and effectively use artificial intelligence tools sets me apart in the industry. I have strong skills in Prompt writing. I continue to improve myself and my skills by constantly developing new projects.

EDUCATION AND TRAINING

2017 – 2022 Antalya, Türkiye

COMPUTER ENGINEERING Antalya Bilim University

I was the founder of the Antalya Bilim University Cyber Security Club and served as the club President for 2021-2022. I organized conferences to raise awareness about cyber attacks and provided introductory training to club members in Ethical hacking. I was also a member of the Game Development Community Club.

WORK EXPERIENCE

08/2022 – 08/2023 Minsk, Belarus

GAME DEVELOPER CELADON WLVS LLC

As a Game Developer at Celadon WLVS LLC, I successfully developed many tabletop games for the new gaming console, Unidice. These games were made compatible for play on both mobile devices and with Unidice. I was actively involved in all stages of the game development, undertaking various responsibilities such as programming, design, testing, and debugging.

I was developing a new Hyper casual game every two weeks. I also assumed roles in game ideation, game design, and level design. My creative thinking skills and ability to prototype quickly were significant advantages in this rapid development cycle.

Website <https://celadonsoft.com/>

07/2020 – CURRENT Antalya, Türkiye

MANAGER SOFTLAS

I have been working on Smart Home Technologies since I founded my own company. I undertake both the management and tasks such as KNX programming, installation of network products, multimedia integrations, and IFTTT integrations by myself. Combining leadership and execution abilities across a broad range from project management to technical implementations, I have a successful track record in delivering optimal solutions to my clients.

Within my own company, I develop Hyper casual and casual games for mobile platforms, as well as PC games. I play an active role in the game design, programming, and project management stages of the project. The games I develop for different platforms demonstrate both my technical skills and my ability to

manage and implement various projects. I manage and develop each game through every step of the process from the ideation stage to the final product.

Website <https://softlas.com/>

DIGITAL SKILLS

Engineering Skills

Git and Git Services | Object Oriented Programming | Design Patterns | Data Structures

Unity Skills

Dependency Injection | Unity DOTS (Entity Component System) | Hyper Casual & Casual Mechanics | Unity VR/AR Development | Unity Netcode Networking | Unity Shader Programming

LANGUAGE SKILLS

Mother tongue(s): **TURKISH**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	B2	C1	B2	B2	B2
RUSSIAN	A2	A2	A1	A1	A2
ITALIAN	A1	A1	A1	A1	A1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

ADDITIONAL INFORMATION

HONOURS AND AWARDS

2022

Techcareer Game Development Bootcamp – Techcareer

Link <https://certificates.techcareer.net/en/verify/34302270842960>

2022

Using Git and GitHub with Sourcetree – Udemy

Link <https://www.udemy.com/certificate/UC-658dd95b-e29b-453a-b965-195df4c337c5/>

2022

Antalya Bilim University Cyber Security Camp – CyberPath

Link https://eu.badgr.com/public/assertions/ht0mk2_gSRabcFvwmD5bxA

C# Application Development Training from A to Z – Udemy

Link <https://www.udemy.com/certificate/UC-f1bcc83e-596b-4103-b040-a4342f81741b/>

KOSGEB Advanced Entrepreneurship Training – KOSGEB Qualification ID: KSB012020U149G66945E

Object Oriented Programming Development and Adaptation Training – Republic of Türkiye Ministry of National Education Qualification ID: 97010220180054565070

COMMUNICATION AND INTERPERSONAL SKILLS

Soft Skills Communication, Teamwork, Problem-solving, Time management, Creativity, Research skills, Logical thinking, Troubleshooting skills

PROJECTS

2022

Los Banditos

Link <https://turgayozdemir.com/portfolio-archive/los-banditos/>

2022

Dice Poker

Link <https://turgayozdemir.com/portfolio-archive/dice-poker/>

2023

Caesar

Link <https://turgayozdemir.com/portfolio-archive/caesar/>

2023

Bend Runner

Link https://play.google.com/store/apps/details?id=bend.runner.game&hl=en_US&gl=US

2022

Circle Clone

Link <https://github.com/TurgayOzdemir/Unity-Circle-Clone-Ketchapp>

2022

ZigZag Clone

Link <https://github.com/TurgayOzdemir/Unity-ZigZag-Clone-Ketchapp>

2022

Match 3

Link <https://github.com/TurgayOzdemir/Unity-Match3>
