

Can Mert **BOZKURT**  
*Game Designer & Developer,*  
*Computer Engineer*

Cologne, Germany  
info@talemon.com  
<https://talemon.com>

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## Objective

I am an "all-round" game developer. I love to design, make and play games so I strive to be knowledgeable in the full breadth of the development process with a focus in programming. Currently doing a master's on Game Development and Research at Cologne Game Lab. I have experience in gameplay, UI, network programming, third party library integration, in-house tools development and product deployment. I am mainly a windows programmer fluent in C, C++ and C# but I can work my way through bash, python, LUA etc. and handle multi-platform code if the need arises.

## Employment Highlights

### *Cultic Games, Istanbul*

March 2017 - August 2017, **Systems Programmer**

### *Istanbul Aydın University, Istanbul*

September 2016 - June 2017, **Lecturer**

*Game Programming, Mobile Applications, Motion Graphics*

### *Madbyte Games, Istanbul*

November 2012 - July 2015, **Senior Game Developer**

### *Proje Calide, Istanbul*

December 2010 - November 2012, **Game Developer & Technical Director**

# Notable Works

## *FS Events*

A gamified mobile event app for the Frankfurt School of Finance & Management

- Programming and deployment

## *Stygian: Reign of the Old Ones*

A Lovecraftian CRPG game.

- Resting and character creation systems
- Hub management tools
- General codebase housekeeping

## *ZULA*

A free-to-play 3D MMOFPS game played around the world.

- Lobby and in-game user interfaces
- Lobby networking
- Certain gameplay elements like grenades, spray tags
- Development tools such as texture processors, occlusion culling
- 3rd Party integration such as the anti-cheat system, Unicode input

# Skills

- Experienced in Win32 C, C++ and C# .NET for tools and game development
- Shipped many small and mid-sized games
- Carried out versioning, building, deployment and server administration responsibilities in many occasions

# Education

## **Cologne Game Lab, TH Köln, Köln**

Current - 2019, M.A. Game Development And Research

## **Beykent University, Istanbul**

2016, B. Sc. in Computer Engineering