

**Can Mert BOZKURT**  
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*Computer Engineer*

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## Objective

I am a game **programmer** and a **game designer**. I love making and playing games, so I strive to be knowledgeable in the full breadth of the development process with a main focus in programming. Currently doing a master's on Game Development and Research at Cologne Game Lab. I enjoy developing **user interfaces**, **gameplay mechanics** and **in-house tools**. So far I am mainly a windows programmer proficient with **C#**, **C** and **C++** but I also have experience targeting other platforms through modern game engines and used scripting languages such as **lua**, **javascript** and **python** to meet project needs.

## Employment Highlights

*Cultic Games, Istanbul*

March 2017 - August 2017, **Senior Programmer**

*Istanbul Aydin University, Istanbul*

September 2016 - June 2017, **Lecturer**

*Game Programming, Mobile Applications, Motion Graphics*

*Madbyte Games, Istanbul*

November 2012 - July 2015, **Senior Programmer**

*Proje Calide, Istanbul*

December 2010 - November 2012, **Game Developer**

## Skills

- UI Programming
- Gameplay Programming
- Game Design
- Tools Development
- Codebase Maintenance

# 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 Computer RPG game.
- Resting and character creation systems
  - Quest journal
  - 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

# Education

## *Cologne Game Lab, TH Köln, Köln*

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

## *Beykent University, Istanbul*

2016, B. Sc. in Computer Engineering

# Keywords

unity3d • csharp • ui • ux • tools • gameplay • wpf • winapi