

# SAVAS OSMANOGLU

## Game Developer

@ savasosmnglu@gmail.com  
savasosmanoglu.github.io

+90-539-335-6935  
@savasosmnglu

Istanbul, TURKEY  
savasosmanoglu

svsosm



## EXPERIENCE

### Game Developer

#### Talus Studio, 2021-2023

- Worked on over 30 hypercasual and hybridcasual game prototypes, as well as one casual game prototype.
- Utilized various assets such as Dreamteck Spline, Obi Rope, DOTween, and Odin to enhance and diversify my game development projects.
- Worked on game optimization for both Android and iOS platforms, focusing on improving performance and ensuring smooth gameplay experiences.

### Broken Box! - Zodiac Games

#### Lang: C#, IDE: Unity, Platform: Android, 2020-2021

- UI designs, transitions between scenes and sound effects have been adjusted.
- Components such as coroutine, particle system, raycast were used.
- Auto user login and leaderboards were made with the Google Play Games service.
- Ads were added using Admob and Unity Ads.

## EDUCATION

### Computer Engineering

#### Marmara University

September 2021 - June 2026

GPA: 3.00/4.00

### Civil Engineering

#### Istanbul Technical University

September 2014 - June 2019

GPA: 2.95/4.00

## REFEREES

- It will be given upon request.

## CAREER GOAL

As a Game Developer, to showcase my exceptional skills and expertise in areas such as C#, Unity, and various other technologies, in order to make significant contributions towards the attainment of organizational goals.

## PROGRAMMING

- C#
- Java

- Unity 2D/3D
- Git Version Control
- Unity DOTS/ECS
- Shadergraph/HLSL
- Dreamteck Splines
- Obi Rope
- Dotween

## LANGUAGE

English



## STRENGTHS

- Hard-working
- Persuasive
- Problem Solving
- Technical Skills
- Teamwork
- Initiative
- Flexibility
- Communication
- Motivator
- Leader
- Analytical Thinking