

OĞUZHAN ÖZTÜRK

Game Developer



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📍 Istanbul, TUR

🌐 www.linkedin.com/in/ouzhandev

🐙 github.com/Sphanx

🎓 EDUCATION

Bachelor of Science in Computer Engineering

Istanbul Nisantasi University

2021 - 2025 | Istanbul, Turkey

🧠 SKILLS

Unity – Proficient

Git – Proficient

C# – Proficient

Web3 – Proficient

Unreal Engine – Amateur

🌐 Languages

Turkish – Native/Bilingual

English – Proficient

📄 SUMMARY

Unity Game Developer with 1+ year experience in Video Game industry, contributing to commercial Web3 and traditional games. Developed gameplay systems including combat mechanics, AI, and blockchain integration. Proficient in C# programming, mobile, Web and PC development.

📁 EXPERIENCE

Game Developer

Null State Protocol

Hive Invasion

- Designed and implemented new game mode post-launch, expanding gameplay variety and player retention
- Developed wave-based combat system, enemy AI, and player progression mechanics using Unity C# and OOP principles
- Integrated Thirdweb SDK for Web3 blockchain features including NFT minting and smart contract integration
- Built achievement system, skill tree, and save/load functionality serving active player base

Game Developer

Last Bite Games

Swarm Grinder

- Maintained live game through bug fixes, performance patches, and content updates ensuring stable user experience
- Developed and released new playable character with unique abilities and animations
- Implemented additional game mode with new mechanics and enemy variants
- Optimized performance and debugged critical issues using Unity Profiler and systematic testing

Game Developer

iBright Games

Milord

- Optimized game performance through profiling and targeted fixes, improving runtime stability
- Contributed to game design iteration, providing feedback and implementing design-driven gameplay adjustments
- Assisted in development of dialogue system, supporting narrative flow and in-game interaction logic

🔗 References

Kağan Örün, CEO, Last Bite Games

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Tufan Tuğra İskender, CEO, iBright Games

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