

# Oğuzhan Özdemir

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## Education

### Sabancı University

Bachelor of Science in Computer Science

Istanbul, Turkey]  
September 2015 - January 2021

### Beşiktaş Anadolu Lisesi

2010- 2015

## Experience

### Co-Founder

Limina Games

Istanbul, Turkey

December 2022 - Present

- Led the creation and execution of "Mansion Mystery" and "Grill on Wheels," achieving over 100k installs on Meta's VR platform. Focused on developing complex gameplay mechanics and interactive systems using Unity.
- Engineered a runtime mesh creation system for Oculus Quest 2, enhancing gameplay smoothness and system efficiency.
- Orchestrated a grassroots marketing campaign, achieving 1.3 million views, boosting game visibility without external advertising costs.

<https://www.meta.com/experiences/7056585347694088/>

<https://www.meta.com/experiences/5691978394241239/>

### Simulation Engineer

ADASTEC Corp.

Istanbul, Turkey

July 2022 - July 2023

- Developed an autonomous driving simulation using Unreal Engine on a Linux platform, focusing on C++ to enhance realism and utilizing Python to facilitate communication with an AI stack, simulating real-world bus operations.
- Enhanced simulation performance by optimizing Unreal Engine source to process 1.4 million points of cloud data per frame, maintaining high physical accuracy and frame rates.
- Worked collaboratively with perception and localization teams to innovate and implement critical simulation features, significantly boosting system accuracy and responsiveness.
- Managed complex project timelines, leading cross-functional teams to surpass performance goals while enhancing communication across departments to align with strategic objectives.

### Web Developer

Freelance

Istanbul, Turkey

January 2020- September 2022

- Using react and next.js in frontend and the Go or django at the backend i created the websites and services to the customers order

### Software Intern

NCR Corporation

Istanbul, Turkey

June 2019 - September 2019

- Developed a communication channel using .NET to facilitate scheduling and consensus on meeting times between field engineers and clients.

## Skills

**Languages:** Turkish (Native), English (Fluent)

### Technical Skills:

- Programming: C++, C#, Python, UE Blueprint, JavaScript, Go
- Game Development: Unity, Unreal Engine
- Machine Learning: Algorithm development and data analytics
- Networking & Security: Minor in network security; experience with network architecture
- Blockchain: Developed and implemented a school project using blockchain technology
- Linux: Proficient with Ubuntu and Kali Linux for development and security tasks
- Cryptocurrency: Contributed to Ethereum mining and software optimization
- AI Artistry: Created 2D art using generative AI (Stable Diffusion, DALL-E)
- Simulation: Experienced in autonomous driving simulations with CARLA on Linux