

BERKAN USLU

GAME DEVELOPER | SOFTWARE ENGINEER

 berkanuslu.com

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CONTACT

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 Ankara/Turkey

SKILLS

Game Development	● ● ● ● ●
Game Programming	● ● ● ● ●
Unity 3D	● ● ● ● ●
Unreal Engine 4	● ● ● ● ●
C++	● ● ● ● ●
C#	● ● ● ● ●
Java (Android)	● ● ● ● ●
Objective-C (iOS)	● ● ● ● ●
Qt	● ● ● ● ●
Torque 3D	● ● ● ● ●
PlayCanvas	● ● ● ● ●
Golang	● ● ● ● ●
Pixi.JS	● ● ● ● ●
ES6 / NPM / Webpack	● ● ● ● ●

LANGUAGES

Turkish (Native)	● ● ● ● ●
English	● ● ● ● ●

HOBBIES\INTERESTS

Video Games | Science Fictional Novels |
Classical Music | History
Research | Astrophysics

PROFILE

Since 2008, I have been working as AI and Gameplay Developer in several game projects. I have experiences in the game development field and worked with several game engines such as Torque 3D(2008-2011), PlayCanvas (2015), Unity 3D(2011-...) and Unreal Engine 4(2017-...). I won Serious Games Innovation Competition in April 2017. In this competition, I solved the problem to create a huge terrain in Unreal Engine 4. I'm currently working on game development with Unity 3D (by night) and Unreal Engine 4 (by day). My research interests are AI and Reinforcement Learning in game development.

EXPERIENCE

- **Sr. Software Engineer @ Havelsan Inc.**
APR 2017 - PRESENT
- **Indie Game Developer @ Moonbridge Games**
JAN 2014 - MAR 2017
- **Lead Software Engineer @ Infoline Information Tech.**
NOV 2014 - DEC 2016
- **Lead Software Engineer @ Bilgi Teknolojileri Ltd.**
JUN 2013 - SEP 2014
- **Unity 3D Lecturer @ Eskisehir Osmangazi University**
FEB 2013 - JUN 2013
- **Sr. Software Engineer @ Sisoft Healthcare Info. Systems**
FEB 2013 - JUN 2013
- **Lead Gameplay Programmer @ Animax Animation Studio**
OCT 2012 - FEB 2013
- **Co-Founder & Lead Programmer @ Kodgraf Game Studio**
JUN 2009 - OCT 2012
- **Project Leader @ Microsoft Innovation Center Ankara**
JUL 2009 - JUN 2010

EDUCATION

- **M.Sc. in Computer Engineering**
Suleyman Demirel University, Isparta, Turkey
FEB 2012 - NOV 2015
GPA: 3.21 / 4.00
- **B.Sc. in Computer Systems Teaching**
Suleyman Demirel University, Isparta, Turkey
SEP 2005 - JUN 2009
GPA: 2.94 / 4.00

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PUBLICATIONS

ARTICLE

Artificial Intelligence Library for HTML5 Based Games: DignityAI
FEB 2017, Sakarya University Journal of Science, Volume:21, No:1

BOOK

Android Mobile Application Development (1st, 2nd, 3rd, 4th, 5th Editions)
NOV 2013, Kodlab Publishing House

ACHIEVEMENTS

METU Ceng Demo Day 2018 Jury Member

Middle East Technical University
JUN 2018

Deep Learning Bootcamp

Dr. S. Serdar KOZAT, HAVELSAN Inc.
OCT 2017 - FEB 2018

Serious Games Innovation Competition

HAVELSAN Inc.
APR 2017

Global Game Jam Jury Member

Middle East Technical University
JAN 2012

Techno-Initiative Capital Support Program

Turkey Ministry of Science, Industry and Technology (Boğaz Harbi: Epic of Gallipoli War)
APR 2011

Top 15 Startups

Etohum (Boğaz Harbi: Epic of Gallipoli War)
JAN 2010

Software Quest Contest 3rd Prize

Bilkent University Software Quest (Web SQL)
MAY 2007

PROJECTS

Turkish Petroleum VR Player (Unity 3D / Android)

JAN 2017 - MAR 2017

Monoid Education Platform (Golang, Linux)

MAY 2016 - DEC 2016

Monoid Classroom Management Systems (Android & Qt)

MAY 2015 - MAY 2016

DignityAI HTML5 AI Library (PlayCanvas)

MAY 2015 - OCT 2015

Kelime Sepeti (Unity 3D / iOS & Android)

DEC 2014 - MAY 2015

iHezarfen (Unity 3D / iOS & Android)

AUG 2014 - NOV 2014

Ayumu (HTML5 / Windows Store)

SEP 2013 - NOV 2013

Mimo Micae Mobile (Objective-C / iOS)

JUN 2013 - SEP 2013

Protector M (Unity 3D / iOS)

AUG 2012 - MAY 2013

Hürriyet Kelime Oyunu (Unity 3D / iOS)

JAN 2012 - MAR 2012

Boğaz Harbi : Epic of Gallipoli War (Torque 3D / PC)

JAN 2008 - JAN 2013