# **EMIRHAN OZGER**

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### **SUMMARY**

As a passionate game developer with expertise in game design and programming, I strive to create innovative games and continuously enhance my skills. My motivation lies in exploring new technologies and implementing creative ideas to make a mark in the game industry and provide players with memorable experiences.

#### **WORK EXPERIENCE**

Boem Games Jan 2024 - Present

## Co-Founder & Game Developer

- At OGEM, our startup focuses on developing cutting-edge mobile games in puzzle and casual genres.
- Tasks involve brainstorming creative game ideas and addressing technical challenges.
- Our goal is to deliver engaging experiences for players.
- Utilize OGEM's resources to achieve optimal positioning in the market.

## **Google Game & App Academy**

Nov 2022 - Jul 2023

## **Game Development Trainee**

- · Completed courses in game development using Unity.
- · Achieved first place in a game jam
- I attended project management courses offered by Google and improved my skills
- I attended technology-focused entrepreneurship courses and further developed my skills in this area.

SkyBlu Games May 2022 - Jan 2023

## **Game Developer Intern**

- Created prototypes for hyper-casual games.
- · Implemented agile methodologies.

#### **EDUCATION**

Bachelors degree in Game Design Sep 2020- July 2024

Istanbul Aydin University

Associate degree in Computer Programming Sep 2021 - Sep 2024

Anadolu University

### ADDITIONAL INFORMATION

- Technical Skills: Unity Engine, C#, Shader Graph, Html, Css, Git, QA, DOTween, Project Management, Game Design, MS Office, Canva, SQL, Google Analytics, Jira, Notion, Miro, Trello
- Languages: Turkish(Native), English(Upper-Intermediate)
- Certifications: Unity 101 / 201, C# 101 / 201, Game Dev with Unity, Google Project Management(6 different certificates)
- Awards/Activities: It received the 1st prize at the Google Game and App Academy's Gamejam.
- Interests: Gaming, Hardware, Traveling, Social Responsibility, Driving