

# OZAN EŐKI

Unity Developer | Immersive Experiences · Simulation · Games

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[LinkedIn](#) | [GitHub](#)

## PROFESSIONAL SUMMARY

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Unity (C#) developer with 5+ years of experience delivering production-ready projects across immersive experience venues, defense simulation, and mobile games. Hands-on with real-time interactive systems (LIDAR, SteamVR, motion tracking, multi-display projection), simulation visuals (HDRP weather and VFX, Varjo XR), and end-to-end Unity development from gameplay and UI to monetization, analytics, and kiosk/server integration. Comfortable owning a project from first prototype to live deployment. Fluent English (TOEFL iBT 88); open to on-site and remote positions.

## CORE SKILLS

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**Programming Languages:** C#, Python, Swift (basic)

**Game Engines & Tools:** Unity 3D, Unity HDRP, URP, DOTween, Cinemachine, Shader Graph, Klak.NDI, Klak.Spout, HeavyM

**Immersive / XR Hardware:** Varjo XR-3, HTC Vive, Vive Tracker, SteamVR, NReal DevKit, iPad LiDAR

**Sensors & Tracking:** LIDAR, body recognition, motion detection, laser tracking

**Simulation Platforms:** VR-Forces, CIGI integration

**Game Systems:** Gameplay Mechanics, UI/UX, In-App Purchases, Game Analytics, Offline/Passive Earnings, Daily Quests

**Visual Systems:** Dynamic Weather (HDRP), VFX, Post-Processing, Performance Optimization

**Communication Protocols:** MQTT, Named Pipes, TCP, UDP, SSE, Client-Server Communication

**Python Libraries:** OpenCV, TensorFlow, EasyOCR, Tesseract, FastAPI

**Tooling:** Git, JIRA, GitHub Actions

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

## WORK EXPERIENCE

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### Game Developer | INFINIA

*Oct 2024 – Jun 2026 | Ankara, Turkey*

- Developed and maintained interactive games, custom video players, and kiosk applications for XPZone entertainment venues and other INFINIA clients, streaming Unity output via Klak.NDI / Klak.Spout into HeavyM for projection mapping.
- Built kiosk↔game communication layer for RFID card-based balance verification and gameplay sessions using MQTT and Named Pipes, plus server-side services for data retrieval and gameplay integration.
- Created a custom multi-display video player for projection-mapped rooms running at 12,000×1,200 resolution, including frame-accurate synchronization with running Unity games.
- Led Unity development on a new large-room immersive experience driven by LIDAR sensors + synchronized video projection (Multi-Purpose Entertainment Room).
- Shipped Unity-based experiences across multiple input modalities: SteamVR + HTC Vive Tracker games, body-recognition games, LIDAR + Vive Controller games, and laser-tracking shooting range games.

### Game Developer | NoExitGames

*Oct 2023 – Aug 2024*

- Sole Unity developer on 4 of 5 shipped titles; collaborated on engine code for the first project, Restaurant Hole!.
- Implemented core gameplay mechanics, structures, controllers, UI layouts, and visual flows.
- Built offline-earnings, passive-earnings, and daily-quest systems.
- Integrated In-App Purchases (IAP) and Unity Game Analytics for monetization and player insight.
- Spent the longest development cycle and shipped the most polished build on CookKingdom: Tycoon.
- Titles (hyper-casual / hybrid-casual / arcade-idle, since delisted): Restaurant Hole!, CookKingdom: Tycoon, Food.io, Merge Heroes, Eatscapes.

### Software Engineer | BITES – Defence & Aerospace Technologies

*Feb 2021 – Aug 2023 | Ankara, Turkey*

- Designed VR-Forces command-and-control combat scenarios; derived new entities from existing ones by modifying behaviors and composing scenes to client requirements.
- Gathered technical specifications for armored vehicles, fighter jets, and drones, coordinating with the 3D modeling team for realistic asset production.
- Delivered Unity-based simulation, AR, and XR projects:
  - **SARP** (Unity 3D) — Remote Controlled Stabilized Weapon System; co-developed dynamic weather effects with the simulation team.

- **KGAS Gökbeý** (Unity HDRP, Varjo XR-3) — helicopter XR flight simulation; handled cockpit-aware exterior weather rendering.
- **TMES** (Unity HDRP) — armored vehicle simulation with the same weather/visual pipeline.
- **KARMA** — armored vehicle simulation tool with shared visual systems.
- **NReal Anatomy** (Unity, NReal DevKit) — AR interactive human-anatomy demo exhibited at Teknofest.
- **XperRemote** (Swift, iPad LiDAR + WebRTC) — maintained the Swift codebase of an iPad app that scans real-world objects with LiDAR and connects users with remote support over WebRTC.
- Implemented advanced visual systems across Unity projects: dynamic weather and controls, VFX (ammunition, explosions, smoke, entity effects), and post-processing for photo-realistic camera output.
- Integrated CGI into image generators using BITES's in-house library.
- Optimized rendering and runtime performance for Varjo XR headsets and other VR/XR platforms.

### **Instructor (Part-time) | Baskent University**

*Jan 2023 – Jun 2023 | Ankara, Turkey*

- Sole instructor for BIL392 – Game Technologies for senior Computer Science undergraduates.
- Covered the game industry landscape, player expectations, game design principles, game design documentation, and end-to-end Unity 3D game development.
- Students completed a semester-long Unity project (clone or original title) graded on design and implementation.

### **Junior Game Developer | MildMania**

*Sep 2020 – Jan 2021 | Ankara, Turkey*

- Implemented gameplay mechanics, supporting structures, controllers, and UI across 7 mobile prototype/test builds: Soccer Masters, Gunner Defense, Dance Hero, Hunter3D, DodgeMaster, ChessRunner, SyncMaster.
- Integrated Unity Game Analytics for player behavior tracking.

## **PERSONAL PROJECTS**

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Hobby projects, developed with AI-assisted workflows.

### **BDO Craft Helper — Web Application**

Live at [bdocraftinglab.com](https://bdocraftinglab.com) — inventory-based recipe matcher for Black Desert Online (Cooking & Alchemy). Node.js + Express on Vercel serverless, vanilla JS frontend, ~3,500-recipe JSON data layer with TR/EN i18n.

### **BDO Scanner — Python OCR Tool**

Companion tool that extracts in-game inventory items and quantities from screenshots. Python with OpenCV template matching, EasyOCR + Tesseract fallback pipeline.

### **Spotify ↔ YouTube Music Sync — Python CLI**

Syncs Spotify Liked Songs and playlists into YouTube Music with 96% high-confidence matching on a 50-track benchmark. Python, hexagonal architecture, SQLite, spotipy, ytmusicapi, Typer, Rich.

## **EDUCATION**

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### **Master of Science — Animation and Game Technologies (Non-Thesis) | Hacettepe University**

*Sep 2021 – Jan 2023 | Ankara, Turkey*

### **Bachelor of Science — Computer Science | Baskent University**

*Jul 2016 – Jul 2020 | Ankara, Turkey*

## **PUBLICATIONS**

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- Durlu, M., Eşki, O., & Sümer, E. (2021). Extraction of urban buildings using color image processing and morphological operations. *Global Journal of Computer Sciences: Theory and Research*, 11(1), 59–67.  
<https://doi.org/10.18844/gjcs.v11i1.5381>

## **STANDARDIZED TEST SCORES**

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- TOEFL iBT: 88 (Test Date: September 6, 2025)

## **MILITARY SERVICE**

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Exempt