



## CONTACTS



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[LinkedIn Profile](#)



Ankara, Türkiye  
Wuppertal, Germany

## EDUCATION

University of Applied Sciences  
Düsseldorf

Bachelor of Science Media Informatics  
2013 - 2020

College of Technology

Electrical Engineering

2011 - 2013

## SKILLS

- Unity (+++)
- C# (+++)
- JavaScript (Vanilla, React, three.js) (++)
- PHP (++)
- SQL (++)
- Domain Driven Design (+)
- Patterns (++)
- VR/AR/WebGL (++)
- Multiplayer (Photon) (++)

## SOFT SKILLS

Agile development  
Team Leading  
Adaptability  
Flexibility  
Teamwork  
Confidence

## LANGUAGES

German (native)  
Turkish (native)  
English (advanced)

# M. TALHA ÖZDOĞAN

## Software Engineer (Unity, Web, 3D)

Expertise: Mobile, Games (Kids/TPS/TBS/Adventure), Multiplayer, WebGL, XR

## PROFILE

During and after my studies at Düsseldorf University of Applied Sciences, I worked as a **Unity and Web developer**. I published my first game 'Fiete Hide & Seek' as an intern at Ahoiii. Throughout my career I have worked on **game (multiplayer)**, **web** and **VR** projects. I emphasise **clean code**, strong **code architecture** and good documentation. Besides my main job, I develop websites in WordPress and implement plugins.

## MOST RECENT WORK EXPERIENCE more on [LinkedIn Profile](#)

### Freelance | Unity/Wordpress Developer

2016 – Present

- Website development with **WordPress, JavaScript, jQuery** and **PHP**
- **Project management, teamwork and agile development: Jira, Scrum**
- **Customer support and consulting**
- Implementation of **plugins, frontend and backend development**, e.g. plugin Booking system with calendar function or device management

### HAN STUDIOS LTD. | Senior Unity Game Developer

August 2022 – August 2024

- Development and optimisation of new and existing **code and software architecture**
- Implementation of **UI flows** and **hexagon-based** board game
- **Camera, player, shot and gameplay programming**
- Improvement of **asset, memory management**: Performance increase of around 30%
- **Team management**, mentoring and code reviews of juniors
- Website development of warleague.net with WordPress Elementor, slider and plugin development in **JavaScript** and **PHP**

### ANIMA RES GmbH | Unity Developer AR/VR and WebGL

March 2021 – July 2022

- Development and **optimisation** of the **WebGL** Booth on PC, mobile and iPad Safari
- **Assets and memory optimisation: High FPS on iPad Safari browser**
- **Multiplayer** implementation with **Photon PUN** for multiple users
- Jitsi framework integration in Unity with vanilla **JavaScript** and **React**
- Further development of network-compatible WebGL and AR projects

### antwerpes ag | Student/Junior Developer AR/VR/WebGL

August 2019 - February 2021

- Development of **immersive (VR) 3D medical visualisations** with DICOM data and custom **shaders** in Unity
- Creation of **software architectures** for VR/AR apps
- Implementation of **WebGL VR** projects with **Aframe** and **three.js**

## ACHIEVEMENTS

**Warleague:** Team-Lead, DDD, Pattern, Gameplay, Editor Scripting, Implement complex System

**WebGL Booth:** Make Unity WebGL Multiplayer App run on iPad Safari with React Wrapper.

**Thesis:** Understand DICOM Format, read, evaluate, persist and project as Volume Rendering.

**Wordpress:** Project Management, Fullstack Development in PHP and Javascript, Custom small Booking System Plugin