




Özgür Çebi


Unity Developer


Game engineer with a passion for crafting engaging multiplayer experiences through cutting-edge networking and artificial intelligence systems. Experienced in creating mid-core, hybrid-casual and hyper-casual games, while also contributing to innovative AR, VR, and metaverse projects. Currently seeking opportunities to contribute to large-scale game projects.


cebiozgur@outlook.com 

+905389161226 

Istanbul, Turkey 

ocebi.github.io 

linkedin.com/in/cebiozgur 

github.com/ocebi 

WORK EXPERIENCE

Multiplayer Unity Game Developer KobGames Studios

08/2022 - 08/2023

Achievements/Tasks

- Worked on development of WebGL project Kitties Metaverse using Unity and Photon Quantum.
- Involved in development of hyper-casual and hybrid-casual game prototypes.
- Currently working on a multiplayer hybrid-casual survival game using Photon Fusion.
- **Stack:** Entity Component System, Photon Quantum, Photon Fusion, Addressables, Unity CCD, React, WebGL.

Unity Developer HoloNext

09/2020 - 08/2022

Achievements/Tasks

- Contributed to the development of mid-core multiplayer games [Hunt Heroes](#) and [RoboSquad](#).
- Involved in development of over 40+ hyper casual game prototypes.
- Engineered a modular and extendable codebase for gameplay mechanics, expediting the development of new prototypes.
- Developed WebGL and AR applications for non-gaming related projects.
- Worked as a scrum master and software development team lead to manage and develop hyper-casual prototypes.

Intern Softtech

08/2019 - 09/2019

Achievements/Tasks

- Developed a mobile application that shows pharmacies on duty on the map using location information.
- Worked with Android Studio, Model - View - ViewModel design pattern and Kotlin language.
- https://github.com/ocebi/istanbul_nobetci_eczaneler

EDUCATION

Computer Engineering Yeditepe University

09/2016 - 06/2021

GPA: 3.29

SKILLS

C#

Unity

Game AI

Project Management

Photon Engine (PUN2, Fusion, Quantum)

ECS

PROJECTS

Kitties Metaverse (08/2022 - 07/2023)

- Kitties Metaverse is an open-world metaverse game that utilizes the Solana blockchain and supports up to 128 concurrent players in a single room. There are over 4000 playable characters. Players link their wallets, and NFT data is fetched through game APIs. Character mesh is constructed at runtime with the help of the Unity Cloud Content Delivery system. Players can chat and interact with each other, join PvP battles, or explore the open world. The game is supported on web and mobile platforms.
- [Gameplay - More](#)

Hunt Heroes (03/2021 - 07/2021)

- Hunt Heroes is a mid-core co-op multiplayer game where there are over 15 playable characters. Each character has a unique attack ability. Aim is to eliminate monsters and compete with other players to earn the highest score.
- Responsible with gameplay programming, real-time networking, artificial intelligence, matchmaking, mission tracking systems, as well as Play Store, Game Center, and Facebook Login integrations, SDK integrations, in-app purchases, and Play Store publishing.
- [Store link - Gameplay](#)

RoboSquad (10/2020 - 02/2021)

- RoboSquad is a mid-core multiplayer battle-royale game. There are different unlockable characters and each character has unique weapons and skills. Aim is to eliminate all players and become the last player standing.
- Involved in development of critical game mechanics, including character system, minimap, kill feed, character skills, spectate system, trophy system, mission system, matchmaking, AI, and client-side implementation of game APIs.
- [Store Link - Gameplay](#)

Hyper-casual Prototypes

- I have worked on over 50 hyper casual prototypes during my career. Some of them can be seen on my [portfolio](#).

Evaluation of Behavior Tree and Finite State Machine based Artificial Intelligence Algorithms in Shooter Games (03/2021 - 06/2021)

- Created a shooter game environment to compare win rates between different AI systems. Two advanced AI systems were created using Finite State Machine and Behavior Tree algorithms. Teams controlled by these algorithms competed in a fair shooter game environment with various number of agents and in different maps. Turned this project into a paper and presented it in the [IEEE TUAC conference](#).

LANGUAGES

English

Full Professional Proficiency

Turkish

Native or Bilingual Proficiency