

Ömer Faruk İşeri

• +905511319591 • Email: omerfarukiseri21@gmail.com • GitHub: github.com/iseriomer
• LinkedIn: [Ömer Faruk İşeri](#) • İstanbul/Avcılar • [Portfolio](#) • [YouTube](#) • itch.io

Education

Istanbul University-Cerrahpasa | Istanbul, Turkey

(2020-2025)

B.Sc. in Computer Engineering, *Graduated: June 2025*

Experience

GoLive

| **İstanbul, Turkey**

(August-September 2024)

Intern (Full-time)

- Developed RAG project (Python, LangChain) and deployed on AWS EC2 with Docker & CI/CD pipelines.

Carbon Consulting

| **İstanbul, Turkey**

(December 2024-March 2025)

Intern (Part-time)

- Worked on SAP-integrated HR chatbot for Microsoft Teams with Selenium testing and LLM prompt optimization (70.3%→94.5% accuracy).

Projects

Tile Tactics: 2048 Card Puzzle – Mobile Game (Released on [Google Play](#)) | 3 Months | Solo Developer

- Developed a hybrid puzzle game combining 2048 mechanics with roguelike card system and resource management (avg. session: 10-12 min).
- Architected modular codebase using Manager Pattern (8 specialized managers), State Pattern for centralized game state, and Observer Pattern for event-driven systems.
- Implemented weighted random card distribution system with Strategy Pattern, adapting card pools based on game phase (Early/Mid/Late) for balanced progression.
- Designed and balanced 27 unique cards with mana economy, 14 stackable perks with conflict resolution logic, and dynamic multiplier chain system for exponential scoring and satisfaction.
- Integrated Unity Ads (LevelPlay SDK) for rewarded video monetization with ad-based continue mechanic.

HELLRAZE – Roguelike FPS Game (Released on [Itch.io](#)) | Solo Developer

- This project was awarded "**Best Technical Implementation**" at the **2025 Game Development Project Days**, organized by the Department of Computer Engineering at Istanbul University-Cerrahpaşa.
- Developed procedurally generated boomer shooter with varied dungeon layouts, enemy AI, and boss fights using state machines.
- Implemented 7 weapon systems (shotgun, flamethrower, grappling hook, etc.) with unique mechanics.
- Created a meta-progression system and in-game upgrade economy to enhance long-term replay
- Regularly sharing development progress and gameplay videos on [YouTube](#)

Educational Game for Childs with Special Needs (Released on [Itch.io](#)) | Group Project

- Developed 4 game types (matching, sequencing, object selection) with ScriptableObject-based modular data system.
- Built a real-time analytics and teacher dashboard for performance tracking, behavior monitoring, and visualizing individual progress using JSON-based persistent data storage.

Activities

IEEE (Institute of Electrical and Electronics Engineers) Society, Computer Science Subbranch

(September 2022 - January 2023)

Active Member

- Participated in game development workshops

Skills

Game Engines & Tools: Unity3D (Advanced), Unity2D (Advanced), Unreal Engine 4/5(Beginner), Plastic SCM

Programming Languages: C#, Python, Java, C++.

Game Development Skills: Weapon Systems, Enemy AI, Progression Systems, Economy Balancing, UI/UX, Performance Optimization, Level Design, Design Patterns (Manager, State, Observer, Strategy, Singleton, Factory), OOP, ScriptableObjects, Coroutines, Object Pooling, DOTween.

Languages: Turkish (*Native*), English (*Advanced*), French (*Beginner*)