MOURAT ACHMET OGLOU ILIAZ

SOFTWARE DEVELOPER

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OBJECTIVE

Passionate Software Developer with a strong dedication to programming and technology. A proactive self-learner engaged in continuous professional development through online courses. Recognized as an organized and reliable team player with exceptional problem-solving abilities. Eager to learn and adapt to new technologies, committed to delivering high-quality solutions in collaborative environments.

SKILLS

Programming Languages:

C, C++, C#, Java, Unreal Blueprint, HTML, CSS, PHP, Python

Databases:

MySQL, PostgreSQL

Tools:

Unity 3D, Unreal Engine, Git, Perforce Helix Core

Soft Skills:

Problem solving, Teamwork, Adaptability, Self-learner, Detail-oriented

LANGUAGES

English | advanced

Greek | native

Turkish | native

Portuguese | elementary

EXPERIENCE

Game Developer, Project Manager
Bistonian Studios — Thessaloniki, Greece

May 2023 — Present

- Oversee a team of 3 people for 1 year on a large-scale project from ideation to publication.
- Contributed to creating a Game Design Document (SDD), which helped to create a 2-year development plan and well-determined staging, and on-point cost and revenue projection.
- Integrated agile workflow at the project to create balanced and efficient task management for every member of the team increasing efficiency by 300% of the team.
- Developed a framework for a procedurally generated game using Unreal Engine's Blueprint and C++, achieving a scalable and easily editable product by any team member, decreasing the time of polishing and balancing by 66%.

Relevant technologies used:

- Unreal Engine for game design and blueprint programming
- Visual Studio Community for C++ programming and debugging
- Git (GitLab) for source management and version control
- Trello and Office tools for project management

Front-end Web Developer
Enagas — Komotini, Greece

May 2016 — Apr 2017

- Analyzed the requirements and needs of the client and industry by a single appointment, determining must-have key features of the product and saving 50% to 80% of the client's time by not creating iterative appointments.
- Developed a customer-appealing responsive product landing page using HTML, CSS, and Bootstrap, which generated opportunities for non-local customers and increased the business' customer pool by 200% over time.
- Published and administrated the website for 1 year, making sure it has 99% uptime and maintaining it to achieve optimal performance.

Software Developer
Zoodinamiki — Xanthi, Greece

Jun 2014 — Aug 2016

- Created a warehouse and event management system in a local network for a veterinary, in result automating reports for state chambers, stock management, and a CRM system. Comparing old handwritten text documents, the management time of business decreased from days to minutes, by 95%.
- Developed a normalized database using PostgreSQL which can support all the required features of the application.
- Implemented a Java-based server handler to distribute data and handle database requests with 100% uptime.
- Implemented a local backup system for the database in multiple hard disks in multiple computers, decreasing loss of data in case of hardware failure almost to 0%.
- Developed an easy-to-use application user interface using Java programming language and Eclipse IDE, updated frequently with additional features and bug fixing to meet the client requirements over 2 years.

Arduino Programmer
— Komotini, Greece

Jun 2013 — Aug 2013

- Created an integrated system to calculate the acres covered by a harvester, for a local farming machines operator, significantly enhancing cost and revenue calculations by basing on measurements and not on misinformation.
- Analyzed client requirements and harvester operation procedures to achieve 99% accurate and automated measurement, which surveyed and experimented on the field.
- Developed an Arduino-based integrated system on a harvester by modifying its electronic circuits to get required signals.

EDUCATION

Electrical and Computer Engineer
Technical University of Crete — Chania, Crete, Greece

Constant participation in software development tutorials as a lecturer on game theory, operating systems, data structures and artificial intelligence.

Some projects:

- Creation of a Unity project as part of the Graphics course.
- Implementation of a complete operating system scheduler as part of the OS course.
- Implementation of a database for a fictitious airline with specific roles for managers, employees and external agents with emphasis on the importance of data security as part of the Database course.
- Implementation of artificial intelligence algorithms as part of the AI course.

High School Diploma
4th General High School of Xanthi — Xanthi, Greece