



Nevzat Arman

Game Developer&Designer



Experience

2015-10
present

Unity3D Developer

Dassault Systèmes 3DEXCITE

At Dassault Systèmes 3DEXCITE I am responsible for creating and maintaining VR applications and solutions with Unity3D.

2013-02
2015-06

Unity3D Developer

Arox Information Systems

I was responsible for creating and maintaining Unity3D applications. Such as mobile games for app stores and AR applications for museums.

2012-10
2013-02

Intern

Sungur Information Systems

Mobile Applications Developer intern for Android.

2011-07
2012-03

Intern

Volt Information Technologies

Intern developer.



Education

2008-09
2013-05

Istanbul Technical University

Bachelor's Degree, 2008 - 2013

2010-02
2010-07

Zachodniopomorski Uniwersytet Technologiczny w Szczecinie

Erasmus programme.



Certificates

2012-09

Introduction to Computer Science and Programming

License MITx/6.00x/2012_Fall September 2012(online course)

2012-09

An Introduction to Operations Management

University of Pennsylvania Fall 2012(online course)



Publications

2014-08

Magazine

Digital Age August 1 2014

<http://gold.ajanspress.com.tr/extp/NDAYmzAzNjUmMSYzOTczOCY5MDY3MjY=#.VE-sf4uUdEx>



Summary

I am a solution-driven programmer with a five-year experience with modular and object-oriented programming with Unity3D. I have been experiencing software development lifecycle, with a strong working knowledge of algorithms and data structures and continues integration through these years. I am experienced in Unity3D, C# and Java and skilled in developing requirements specifications, user documentation, and architectural systems research.



Personal Info

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E-mail

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Date of birth

1990-10-01

Website

<https://nevzatarman.com/>

GitHub

<https://github.com/paganini24>

Google Play

<https://play.google.com/store/apps/developer?id=Nexx%20Mobile&hl=en>

LinkedIn

<https://www.linkedin.com/in/nevzat-arman-7ba7a661/>

Twitter

<https://twitter.com/nexxmobile>



Languages

English

Professional proficiency ●●●●●

German

Intermediate ●●●○○

Turkish

Native proficiency ●●●●●



Skills

Unity3D

Excellent ●●●●●

C#

Excellent ●●●●●

Mobile game development

Excellent ●●●●●

Android development

Good ●●●○○

Java

Good ●●●○○

Augmented Reality and Virtual Reality applications

Great ●●●●○



Projects

VW Solutions

VW Solutions are Vr projects that was prepared at 3DExcite by me and my team.

VW Up experience:

<http://www.3dexcite.com/en/work/references/vw-up-vr-experiences>

<http://www.eventfotograf.hamburg/virtual-reality-live-kommunikation-event-hamburg/>

VW VR sales solution (Fahrzeugkonfigurator im Volkswagen Zentrum Krefeld):

<https://www.youtube.com/watch?v=QHslw6JsHIY&sns=fb>

Mustang Over Manhattan VR

Mustang Over Manhattan is a VR experience made with HTC Vive for Ford. This experience lets visitors put on a VR headset and construct a Ford Mustang while climbing inside the elevator to the top of Empire State Building. I was part of a VR development team for this project.

Some articles about project;

<http://www.psfk.com/2017/02/ford-opens-the-first-mobility-brand-experience-studio-in-nyc.html>

<http://fordauthority.com/2017/01/ford-opens-up-its-first-for-dhub-experience-studio-in-nyc/>

DSVV-DS Virtual Vision

DSVV is a VR project that was prepared for DS Automobiles for Geneva International Motor Show. It's one of the first commercial project that uses HTC Vive. I am still the lead developer for this project.

Features: Wearing an HTC Vive headset, visitors can virtually view, explore and interact with the new 4 DS cars as if it were real walk around the car and sit inside it, change roof and body colors, rims and interior decor, and view animations of opening and closing front doors.

After Geneva International Motor Show a new version for Paris Motor Show 2016 was released with Ds3 and Ds4 cars.

DS official trailer:

<https://www.youtube.com/watch?v=8WjNuCJasr4>

DS Media:

<http://int-media.driveds.com/en/ds-international/brand/motorshow/international/ds-2016-geneva-motor-show-technological-refined-0>

<http://www.forbes.com/sites/danielnewman/2017/01/08/cars-2017-how-immersive-virtual-reality-points-to-the-future-of-product-and-experience-design/#4bb8873f38f1>

Aptal misin? & Aptal misin? 1.5

Aptal misin is a challenging puzzle game where you have to think different to pass the impossible stages. It's a free to play game with in app purchase options like level tips, triple time, removing time and checkpoints and it has a similar live system as Candy Crush where you have to wait after your lives finished.

Aptal misin became #1st in Free Apps category at Turkey App Store and also at Google Play Store within a week, and downloaded over by 5 million people. The game is made with Unity3D and I was working as the lead game developer and designer for this project.



Interests

Contributing to game development community is a really important part that I realised over years, that's why I 'am writing my own tutorials for Unity at my blog.

<http://www.nevzatarman.com>

I read a lot, whether it's an educational article or daily news I try to read every day and improve myself.

Music is my passion, I play guitar just for fun.

I love basketball.

Word Finder

A word puzzle game that made with Unity3D and I contributed to Android version of the game. I added database check, Facebook login, Google Play Game Services for high score table and achievements, also social sharing functionality to the game.

App Store:

<https://itunes.apple.com/tr/app/kelime-bul/id680579686?mt=8>

Google Play:

<https://play.google.com/store/apps/details?id=net.arox.KelimeBul&hl=tr>

Bursa-3D

Bursa-3D is a historical guide app for one of the biggest city of Turkey's called "Bursa". Application is made for official Bursa's governor's office. All of the historical places have been modeled and with this application you can visit those places like a FPS game. I have designed and optimized the application for android devices with Unity3D.

Google Play:

<https://play.google.com/store/apps/details?id=com.nexxmobile.bursa3d&hl=en>

Nexx Mobile

My own Google Play account where I publish my own games and applications.

<https://play.google.com/store/apps/developer?id=Nexx+Mobile>