

Oguzcan Adabuk

Software Engineer

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Professional Experience

Next/Now Agency / Software Engineer

November 2017 - PRESENT, Chicago, IL

Projects:

- **John Hancock VR / AR Applications and Data Visualization**
Created augmented reality and virtual reality applications for presenting corporate financial data in an innovative experience. Created custom 3D data visualization tools in Unity3d for Virtual Reality and Augmented Reality applications to present corporate financial data.
- **Evinrude Outboard Engines AR Application**
Built an AR application using Unity3d, Vuforia and Node.js. The application detects an actual boat engine using Vuforia model targeting and wraps the original object with a 3D model of the engine. Users can create customize the engine and email shareables to themselves.
- **Park West Gallery**
Created an interactive art gallery application that runs on 3840x2160 touch screens that downloads artist data and art images dynamically from a content management system and present these in a 3D art gallery environment. The application is setup in art galleries within cruise ships.
- **Jeld Wen Interactive 3D Globe and Corporate History Gallery**
Built an interactive 3D globe experience that loads data of each Jeld Wen location around the globe and position these on the globe based on their latitude and longitude. Users can interact with the globe and each location on the globe. Also built a custom designed dynamic gallery in Unity3d UI that presents the corporate history of Jeld Wen.
- **Fair Oaks Trivia Game**
Created a John Deere themed multiplayer video game using Phaser.io, Socket.io and Node.js. The server runs on a linux computer and the clients run on chromebooks.
- **Fair Oaks Digester Wall Game**
Created a three level 2D educational video game for the Fair Oaks Museum in Indiana. Used Phaser.io.
- **Omron CES 2018**
Built an interactive multimedia application using Unity3d that showcases Omron healthcare products on 70" screens at CES 2018.

Bearman Games / Owner & Lead Developer

May 2016 - PRESENT, Chicago, IL

Projects:

- **Hell Warrior VR**
Creating a single player first person shooter video game for virtual reality and mobile platforms. Estimated publishing date is December 2018.
 - Created a robust, performance efficient AI framework that features pathfinding, position evaluation for AI opponents to create unique challenges for players.
 - Built a level editor using Windows Forms framework and Visual C# for rapid level generation. The

editor serializes level environment data and the data is deserialized used for prefab instantiation inside the Unity3d player at the beginning of runtime.

- Designed and implemented industry standard VR and mobile gameplay for first person shooter game.

- **Medieval Jousting Arena**

Designed, developed and published a 3D, mobile jousting game that takes place in medieval times where the player faces several AI opponents in a jousting tournament setting. The game was published on major app stores.

Northeastern Illinois University / Computer Science Instructor

January 2016 - May 2018, Chicago, IL

- Courses taught: Artificial Intelligence, Video Game Programming, Modern Database Management, Web Application Development, Server-Side Web Development, Client-Side Web Development, Event-Driven Programming, Programming II.
- Designed and implemented a graduate level, skill-oriented Video Game Programming course that introduces students to modern video game programming, design and monetization techniques.
- Founder and faculty advisor of NEIU Video Game Programming Club.
- Research, P.Shrivastava, A. Valis, O. Adabuk, X. Wang, and F. Iacobelli, "A Dialogue System to Educate About Breast Cancer.", 2017.

WYG - SMAYD / Lead Game Developer

February 2014 - November 2015, Ankara, Turkey

- Designed and developed three educational video games as part of the nationwide Donate Blood Give Life project that was sponsored by the Turkish Ministries of Education, Health and the European Union.
- Lead a team of three developers.

Education

Northeastern Illinois University / MSc. Computer Science

August 2013 - August 2015, Chicago, IL

Arkansas State University / BSc. Computer Science

August 2008 - December 2010, Jonesboro, AR

Technical Skills

Programming and scripting languages: C#, C++, Java, Python, JavaScript, PHP, SQL

Frameworks: .NET, ARKit, Vuforia, Microsoft Kinect, Vitruvius, OpenVR, Node.js, Socket.io, Phaser.io, OpenCV, AWS Alexa Skills

Game Engines: Unity3d, Unreal Engine

3D Modeling and Animation: Blender 3D

Operating Systems: Windows, Linux, MacOS, Android, IOS, Chrome OS

Version Control: Git, SVN

Image and Video Editing: Adobe Photoshop, Adobe After Effects