



Ömer Alper Güzel

omer.guzel@tedu.edu.tr

+90 507 145 4768

Ankara, Turkey

omeralperguzel.github.io

  omeralperguzel

EDUCATION

TED University - B.S., Computer Engineering - Minor, International Relations Ankara, Turkey
2021 - current , 2024 - 2025 2.98 GPA (B.S.) , 4.00 GPA (Minor)

Contributed Societies:

- ALECTED Team Captain since 2024, Media Team Captain between 2022-2024, and Software Team Member since 2023, worked with making the first prototype car of this team that goes to Shell Eco-Marathon 2023 France;
- Far East Culture Society Founding Member and Founder President of Supervisory Board between 2022 and 2023.

Relevant Courses: Software Engineering, Object Oriented Programming, Computer Graphics, Game Design and Programming

Istanbul University - A.D., Graphic Design Istanbul, Turkey
2022 - 2024 Honor Student - 3.08 GPA

WORK EXPERIENCE

Mita Corporation - Intern Ankara, Turkey
July 2024 - current

- Worked on creating a internet radio app by using React and Node.js and created booklet and video for Tokyo Game Show 2024.

Devri Robotik - Intern Ankara, Turkey
August 2024 - September 2024

- Created a Github project for scooter rental app and started to work on AI shopping recommendation algorithm.

TED University (TEDU App) - Working Student Ankara, Turkey
August 2023 - January 2024

- Worked on the front-end development part in this mobile app project using Flutter.

Biriktir - Intern Istanbul, Turkey
January 2023 - April 2023

- Helped build the game project for social entrepreneurship company by designing user interfaces and game mechanics using Figma.

PROJECTS

Tutsak: Işığ Ararken for TEDUJAM 2025 - Co-Programmer February 2025

- Built several animations for game transitions and scenes, and fixed some issues in microgames for this fast-paced puzzle game using Godot.

Rush Racer - Co-Programmer October 2023 - December 2023

- Built a 3D karting game with basic NPC racers, 2 tracks and 1 car with a group of 2 people in Unity for Game Programming lecture.

Posta Son Karar Game for 100% Game Jam - Team Leader and Programmer October 2023

- Built the menus, UI elements and decision making parts of this 2D game using Unity.
- Selected among the top 10 project out of 30 projects.

Reaping of The Sow for Greeny Game Jam - Team Leader and Programmer October 2022

- Built the menus, cutscene system, inventory, collisions, mobs etc. in this environment-themed 2D adventure game using Unity.

SKILLS

Programming and Scripting Languages: Java, C, C#, HTML/CSS, SQL
Version Management Systems: Git

Game Engines and IDE's: Unity, Godot, Visual Studio 2019/Code
Design Programs: Figma, Photoshop, Illustrator, Clip Studio Paint