

GIRAY OZIL

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EMPLOYMENT HISTORY

Systems Engineer, Blizzard Entertainment

Apr '11 — Present

Irvine, CA

- World of Warcraft (PC)
 - o Generalist programmer working on the long-term goals of the engine.

Systems Engineer, Electronic Arts

May '07 — Apr '11

Los Angeles, CA

- Unannounced Title (PS3, XBOX 360, PC)
 - o Discovery tasks for a new rendering tech
 - o Created various tools in preparation for a new development pipeline
- Bulletstorm (PS3, XBOX 360, PC)
 - o Provided programming support to People Can Fly/Epic Games during the finaling phase.
- Medal of Honor (PS3, XBOX 360, PC)
 - o Developed several rendering features, owned postprocess pipeline.
 - o Increased stability and performance on all platforms, focusing on PS3.
 - o Point person for all crashes, either delegated to others or fixed personally.
 - o Implemented destructible objects and gibs.
 - o Responsible for Direct3D 10 effort.
 - o Owner of profile manager subsystem that handles player profiles and save/load, compliant to TRCs.
- Medal of Honor: Airborne (PS3, XBOX 360, PC)
 - o Implemented the dedicated server component for PC.
 - o Various bug fixes during the finaling period.

Part Time Faculty, Art Institute of California

Dec'08 — Dec '09

Los Angeles, CA

- Taught Computer Graphics and Intro to Programming classes.

SKILLS

- Languages: C/C++, Python, HLSL/Cg, X86/PowerPC Assembly
- Graphics: Proficient in shader development and optimization on current hardware. Good grasp of 3D Math and graphics pipeline.
- Debugging: Experienced in tracking low level bugs such as thread synchronization problems, memory leaks, deadlocks.
- Engines: Unreal Engine 3, Frostbite 2, Torque, Panda 3D
- Debugging & Performance Analysis Software: PIX, GPAD, SN Tuner, NVPerfHUD

EDUCATION

Carnegie Mellon University

2007

Pittsburgh, PA

- Master of Science in Entertainment Technology

Sabanci University

2006

Istanbul, Turkey

- Bachelor of Science in Computer Science