

# GIRAY OZIL

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## OBJECTIVE

To contribute to the technology behind great next generation games as a software engineer.

## EMPLOYMENT HISTORY

### **Systems Engineer, Electronic Arts**

May '07 — Present

*Los Angeles, CA*

- 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 Took responsibility 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.
  - o Implemented autotests and managed the auto build system.
  - o Integrated and maintained several libraries, such as PS3 Edge, Scaleform GFX.
- Medal of Honor: Airborne (PS3, XBOX 360, PC)
  - o Implemented the dedicated server component for PC.
  - o Various bugfixes during the finaling period.
  - o Took ownership of the engineering effort for 3 patches post-release.

### **Software Engineer Intern, Yogurt Technologies**

May'05 – Aug '05

*Istanbul, Turkey*

- Engine development for a third person shooter called *Eti Yami Mekanik Istila*

## SKILLS

- Languages: C/C++, Python, HLSL/Cg
- Graphics: Proficient in shader development and its optimization on current hardware. Good grasp of 3D Math and graphics pipeline.
- Debugging: Experienced in tracking low level system bugs such as thread synchronization problems, memory leaks, deadlocks.
- Software:
  - o Development Tools: Visual Studio, Perforce, Code Reviewer, Araxis Merge
  - o Engines: Unreal Engine 3, Torque, Panda 3D
  - o Debugging & Performance Analysis: PIX, GPAD, SN Tuner, NVPerfHUD, XbPerfView

## EDUCATION

### **Carnegie Mellon University**

2007

*Pittsburgh, PA*

- Master of Science in Entertainment Technology

### **Sabanci University**

2007

*Istanbul, Turkey*

- Bachelor of Science in Computer Science