

GIRAY OZIL

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OBJECTIVE

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

EMPLOYMENT HISTORY

Systems Engineer, Electronic Arts

May '07 — Present

Los Angeles, CA

- Unannounced FPS Project (PS3, XBOX 360, PC)
 - o Developed several rendering features, mainly postprocess effects.
 - o Increased stability and performance on all platforms, focusing on PS3.
 - o Responsible for the auto build system. Implemented autotests.
- 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.

Instructor, Art Institute of California

Dec'08 — Present

Los Angeles, CA

- Taught Introduction to Computer Graphics class

SKILLS

- Programming: 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.
- Console Development: Performance optimization, platform compatibility and stability on PS3 and XBOX 360.
- Software:
 - o Development Tools: Visual Studio, Perforce, Code Reviewer, Araxis Merge
 - o Engines: Unreal Engine 3, Torque, Panda 3D
 - o Debugging & Performance Analysis: PIX, GCMReplay, SN Tuner, NVPerfHUD, XbPerfView
 - o Misc. Tools: RenderMonkey, FX Composer, UnrealEd, Photoshop

EDUCATION

Carnegie Mellon University

2007

Pittsburgh, PA

- Master of Science in Entertainment Technology (Joint Degree between School of Computer Science and School of Fine Arts)

Sabanci University

2006

Istanbul, Turkey

- Bachelor of Science in Computer Science