

# Onur Vural

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**Objective:** To pursue a game design and development career and create unique, successful, entertaining games.

**Industry:** Candyflame Games – London, UK [www.candyflame.com](http://www.candyflame.com)

**Experience:** **Company Director, Co-founder**, September 2009 – Present  
Currently working on several browser games. Development duties include design, implementation and marketing. Our latest releases are Isoball X-1 and Tankblitz Zero - flash games written using ActionScript 3, with web components utilizing PHP, SQL and Javascript.

Asylum Entertainment – London, UK [www.asylum-entertainment.com](http://www.asylum-entertainment.com)

**Programmer**, June 2008 – September 2009  
Worked on Garden Party – a web based MMO title, using ActionScript 2, Java, PHP and SQL. Worked closely with the artists and designers in creating new game content. Worked closely with web specialists and created and integrated web tools, such as the online knowledge base and the mod tool.

**Education:** **Brunel University, West London (UK)** [www.brunel.ac.uk](http://www.brunel.ac.uk)  
Digital Games Theory and Design, M.A.  
Merit, 11. 12. 2007

**Bilkent University, Ankara (Turkey)** [www.bilkent.edu.tr](http://www.bilkent.edu.tr)  
Computer Science, B.Sc.  
Satisfactory, 28. 07. 2006

**American Collegiate Institute, Izmir (Turkey)** [www.aci.k12.tr](http://www.aci.k12.tr)  
Middle High School, High School

**Personal Projects:** Diablo Wing: A classic shoot-em up game with RPG elements, where players kill enemies to pick up weapons, modules and armor plates to improve their ships, defeat bosses, level up and increase their stats.

Organisms: A game where players control one of three types of organism. Each organism uses separate interfaces and controls. One organism's gameplay resembles a group RPG game, the second organism is played like an RTS, and the third is in essence a squad based combat game where players use environmental effects to defeat the enemy.

Second Chance: A cooperative splitscreen action-puzzle game based around time-travel. Two players work together at different points on the same timeline simultaneously, helping each other solve puzzles through making and manipulating connections between objects in the past and future. Designed for the Nintendo DS.

Sector 6P: A 6 player asteroids-style shootem up game using space war controls based on the classic, with multiplayer modes, five ships with multiple unique weapons, various enemies, and more. Focus on simplistic gameplay, and an arcade style "quick game" approach.

**MA Courses:** Game Design I – II  
Critical Approaches  
Socio-Cultural Contexts

Previous Work Experience: Vestel - İzmir, Turkey [www.vestel.com.tr](http://www.vestel.com.tr)  
**Part Time Programmer**, Spring 2006  
 Worked in the R&D department of a branch of the manufacturing company making software for satellite receivers. Created, modified and tweaked games using Embedded C.

UNI-PA - İzmir, Turkey [www.unipa.com.tr](http://www.unipa.com.tr)  
**Internship**, June 2004

Netsis Software - İzmir, Turkey [www.netsis.com.tr](http://www.netsis.com.tr)  
**Internship**, June 2003

Technical Skills: Programming Languages: Actionscript 2 / 3, Java, C++, Delphi, Basic, Perl, Lexx, Yacc, Pascal, Fortran, MASM, MIPS, Verilog  
Web and Scripting Languages: PHP, SQL, JavaScript, CSS, HTML, LUA  
Operating Systems: Windows, MS-DOS, UNIX, MacOSX  
Software: MS Office, OpenOffice, Flash CS3-CS6, Photoshop, Paint Shop Pro, JCreator, Dreamweaver, Eclipse

Languages: English (fluent), Turkish (native)

Technical Courses: CS 101-2: Algorithms and Programming I - II  
 CS 201-2: Fundamentals of Computer Science I - II  
 CS 223-4: Digital Design, Computer Organization  
 CS 351: Data Organization and Management  
 CS 352: Database Management Systems  
 CS 315: Programming Languages  
 CS 342: Operating Systems  
 CS 476: Automata Theory and Formal Languages

CS 468: Principles of User Interface Design  
 CS 482: Logic for Computer Science  
 CS 421: Computer Networks  
 CS 461: Artificial Intelligence

Teaching: Brunel University – West London, UK [www.brunel.ac.uk](http://www.brunel.ac.uk)  
**3 day course - Introduction to Flash**  
**3 day course - Mapmaking and Modding Tutorial**

Bilkent University - Ankara, Turkey [www.bilkent.edu.tr](http://www.bilkent.edu.tr)  
**Teaching Assistant (February 2005 - June 2005)**  
 Introduction to Computing for Social Sciences II (CS 122)

Beta testing: Planetside 2, DOTA 2, Starcraft 2, RUSE, Savage, Warcraft III, Ground Control II, Lords of Everquest, Lineage 2

Volunteer Service: Instructor in Bilkent Computer Skills Program for financially disadvantaged youth  
 Campus Tour Guide at Bilkent University

Background: Bilkent Paintball Club, founding member  
 ACI<sup>1</sup> Fantasy Role Playing Club, founding member  
 ACI<sup>1</sup> Alumni Association  
 Various 1st and 2nd place awards in Chess, Math and Science

Hobbies: Computer Games, Paintball, Nature & Wildlife, Science, Travel

<sup>1</sup> - American Collegiate Institute