

sinan can özer.

DEVELOPER · INTERACTIVE INSTALLATIONS · GAMES · BACKEND

Maltepe, Istanbul / sinancemozer@gmail.com / +90 538 402 4237 / linkedin.com/in/scanozer
/ github.com/sinantech

// SUMMARY

Developer working between code and physical space. I started in backend development after a career change into software, then taught myself Unity and interactive technologies, and now build installations, games, and tools. My work spans museum touchwall installations, a competitive math platform, and system monitoring tools — moving comfortably between web, game engines, and hardware-driven interaction.

// EXPERIENCE

Freelance Developer – Istanbul 2024 – Present

Full-time freelance work across interactive installations, game development, and developer tools. Build physical-digital experiences for museums using Unity, projection mapping, and sensor input (TUIO, Kinect). Develop games and interactive applications in Unity, alongside backend services and monitoring tools that support these systems.

Hüner Electric Co. – Istanbul 2013 – 2024

General Sales and Programming Manager

Developed and maintained internal applications to improve operational efficiency and customer engagement, combining technical work with sales and marketing responsibilities.

// EDUCATION

Patika+ – Full Stack Web Development Bootcamp 2024

Six-month intensive program covering Java, Spring Boot, and React. Selected into one of Turkey's most competitive bootcamps; built industry-oriented full stack projects throughout.

Çanakkale Onsekiz Mart University – Çanakkale 2013

B.Sc. in Geological Engineering.

// CERTIFICATIONS

Game Development with Unity from Scratch – Tayfun Yılmaz · Udemey

Foundation for self-directed work in Unity and C# game development.

// SELECTED PROJECTS

MathBank API

Backend · Spring Boot · In development

A competitive math practice platform for grades 5–8, built around a 25-tier ranked progression system. Spring Boot, Java, PostgreSQL, JWT authentication. 25 REST endpoints across 7 domains.

GoodBoi Agent

Monitoring Tool · Go + Java · In development

A watchdog and system monitoring tool for unattended applications. A Go agent supervises target processes in the field; a Java service handles metric aggregation and reporting. Built to keep museum installations and games running reliably.

Chick Wick

Game · Unity · In development

An arcade game for PC built with Unity and C#. You play as a chicken collecting eggs against the clock while avoiding a cat.

Istanbul Archaeology Museum – Touchwall

Installation · Unity · 2025-2026

An interactive touchwall installation for the Istanbul Archaeology Museum.

İş Bankası Museum – History Exhibition

Installation · Unity · 2024

An interactive history exhibition experience for the İş Bankası Museum.

// EARLIER WORK

Ekobis – Full Stack · Spring Boot, React

Non-profit open-source pre-accounting tool for SMEs and individual users.

Veterinary Management System – Full Stack · Spring Boot

Clinic management web app — animal registration, appointments, vaccination tracking. CRUD, JPA, Spring Security, validation.

Hotel Management System – Full Stack · Spring Boot, React

Reservation and administration system — bookings, customer records, room availability. JWT, Spring Security.

// SKILLS

FRONTEND	React, Next.js, TypeScript, JavaScript, Tailwind CSS, Bootstrap
BACKEND	Java, Spring Boot, REST, JWT
GAME / INTERACTIVE	Unity, C#, Shaders, TUIO, Kinect
INSTALLATION	MadMapper, Resolume, Projection Mapping
DATABASES	PostgreSQL, MongoDB, MySQL
TOOLS	Git, Docker
CURRENTLY LEARNING	Vue.js, C# (deeper), Blender, Figma, Shader Programming
LANGUAGES	Turkish (native), English (fluent)