



CONTACT ME AT

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SKILLS

- Unreal Engine 4/5 (Blueprints, Gameplay Systems)
- VR Development (Meta Quest / OpenXR)
- C++
- Performance Optimization
- Git

TOOLS & TECHNOLOGIES

- FMOD
- Blender(Basic)
- Unity (Basic)
- Python (Basic)
- React Native (Basic)

AWARDS RECEIVED

-  Startup Weekend For All Adana Winner With Augmented Team (2019)
-  Teknofest 2021 Education Technology category university-graduate level finalist with the "Gelecek Yolcuları" team
-  University4Society Adana 2022 Winner With Creatiny Team

ONUR SAĞALTICI

<https://www.simuleverse.com>

COMPUTER ENGINEER

VR Gameplay Developer specializing in Unreal Engine 5 and standalone VR (Meta Quest). Focused on gameplay systems, interaction mechanics, and performance optimization. Experienced in developing and shipping live VR applications released on Steam and Meta platforms.

WORK EXPERIENCE

VR Gameplay Programmer - The Phoenix Gene

Heromation | June 2023 - January 2026

- Served as a core developer in the development and release of a production VR title on Steam and Meta platforms
- Implemented core gameplay and interaction systems using Unreal Engine
- Contributed to version control workflows and technical support
- Supported live updates and bug fixes post-release
- Steam: [The Phoenix Gene](#)(VR)

VR Developer - Univel

aybeeTech & Univel | July-August 2022

- Univel's 3D Game VR Integration (Metaverse)

Unreal Engine 4 VR Developer Intern

MIOX Technology | March 2022 - July 2022

- Virtual Reality Development
- TCDD VR Education Map Design and Optimization

Project Manager

Google & Oyun Ve Uygulama Akademisi | April-June 2022

- Agile Project Management 45 teams assistant

Tübitak Bigg Researcher

- Tübitak Bigg VR-Kariyer Project Researcher

Unreal Engine 4 Developer Intern

BirTakım Ajans | June 2021- Sep 2021

- Virtual Reality Development
- Unreal Engine 4 TCP connection and Metahuman

Game Developer Intern

Projectxr | Jan 2019 - Jan 2020

- Game Development with Unreal Engine 4
- Virtual Reality Development

PERSONEL PROJECTS

- Rhythm VR (Mix of Beat Saber–Pistol Whip)

Developed beat-synchronized enemy spawning and shooting mechanics

- Endless Runner Game Android/Windows

Implemented procedural obstacle spawning and score progression system

OTHER / SIDE EXPERIENCE

- React Native
- Unity 3D Vuforia Augmented Reality Developer
- Python-NLP
- Agile Project Management

- VR Menu, object grabbing, Locomotion
- VR Kariyer
- VR Worksite Education
- AR Transformer
- TCP Connection Unreal Engine 4
- Check My Portfolio: [Simuleverse](#)
- Photopick AI = [Playstore](#)
- Anime Cartoon Creator = <https://animecartoon.web.app/>

EDUCATIONAL HISTORY

Cukurova University

COMPUTER ENGINEERING | Sept 2017 - July 2022