

Ali Gunes

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I am a versatile and passionate software engineer with a strong foundation in coding, gained through a rigorous coding bootcamp where I honed my skills in Python. Since then, I have embarked on a journey focusing on web and app design using cutting-edge technologies such as JavaScript, Node.js, React.js, HTML, and CSS. My career trajectory is guided by a keen interest in expanding my expertise. In the near future, I plan to delve into TypeScript and broaden my knowledge in backend development, particularly by exploring technologies in cloud computing and database management.

Education

HyperionDev, March 2023 – July 2023

Software Engineering

Norwich University of the Arts, 2015 – 2019

BA (Hons) Games Art and Design

Hertford Regional Collage, 2013 – 2015

Graphics Design

Employment history

MyMiniFactory (3DC LTD Merger), London

AM CAD Specialist, October 2022 – March 2023

- *Repairing and improving customers CAD models ready for production.*
- *Assisting clients with CAD issues and developing fixes for common problems.*
- *Assisting in development of production pipeline with emphasis on CAD solutions.*
- *Assisting manufacturing team wherever needed.*

3DC LTD, London

3D Printer assistant, March 2022 – October 2022

- *Creating CAD builds ready for printers.*
- *General maintenance of 3D printers.*
- *Setup of prints and removal of finished 3D models.*
- *Assisting in development of production pipeline.*
- *Repairing and improving customers CAD models ready for production.*
- *Post processing and fulfilment of customer orders.*

3DC LTD, London

ZBrush Artist, August 2020 – March 2022

Intern ZBrush Artist, February 2020 – August 2020

- *Creating final print-ready 3D models from clients requests and personally conceptualized designs.*
- *Troubleshooting, Remodelling and development of existing 3D assets to final production ready models.*
- *Developing a body of documents including best practices, workflow and troubleshooting methods for future 3D artist interns and new CAD workers.*

Volunteering

Geek.Zone, Coventry (remote)

Developer, July 2023 – Current

- *Creating new functionality for the new Geek.Zone web app that is being developed.*
- *Fixing new and existing bugs in code.*

References

Mr Bernat Santa Eugenia

MyMiniFactory; Head of manufacturing

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Dr Matthew Baca

MyMiniFactory; Co Head of manufacturing

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