

Ali Gunes

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I am a Software Engineering student at HyperionDev, skilled in Python, SQL, object-oriented programming, systems analysis, and design. I earned a BA (Hons) in Games Art and Design from Norwich University of the Arts. I have experience in creating ecommerce websites, 3D asset design and development, CAD modelling, and 3D printing.

Education

HyperionDev, 2023 – current

Software Engineering

Norwich University of the Arts, 2015 – 2019

BA (Hons) Games Art and Design

Technical Skills

- **Software development in Python**
- **Object oriented programming**
- **Systems analysis**
- **Systems design**
- **3D Asset creation**

Employment history

Embassy of gold LTD, Hertfordshire

Company Director, October 2020 – Current

- *Creation and maintenance of ecommerce website including product imagery and all written content.*
- *Design and development of 3D assets; ready to be 3D printed, cast and finished.*
- *Operation of resin 3D printing, production of prototypes and final, cast ready prints.*
- *Polishing, cleaning and finishing final jewellery pieces.*
- *Directing all other operational aspects of the business.*

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

Intern ZBrush Artist, February 2020 – August 2020

- *Created 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.*
- *Developed a body of documents including best practices, workflow and troubleshooting methods for future 3D artist interns.*

References

Matthew Baca

MyMiniFactory; Head of manufacturing

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