Ali Gunes

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I am a motivated software developer with a passion for problem-solving. I am constantly seeking opportunities to learn and grow, striving to be great in my field. With a solid foundation in software development, I bring a range of technical skills and a determination to deliver exceptional results. I approach challenges with a problem-solving mindset, both in coding and in life. I believe that continuous improvement and embracing new technologies are essential to becoming a great developer.

Education

HyperionDev

Software Engineering
Norwich University of the Arts
BA (Hons) Games Art and Design

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

Dr Matthew Baca

MyMiniFactory; Head of manufacturing

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Mr Bernat Santaeugenia

MyMiniFactory; Head of manufacturing

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