BAHADIR KUŞ

WINNIPEG, MB | (+1) (437) 601-1453 | mrbahadirkus@gmail.com

bahadirkus.github.io | linkedin.com/in/bahadir-kus | github.com/Bahadirkus

Professional Summary

Results-oriented **Simulation Developer & Technical Designer** with a proven track record of engineering high-fidelity training systems. Founder of a med-tech startup, successfully delivering clinically validated surgical simulators using **Unity**, **VR**, **embedded systems**, and **custom haptics**. Expert in bridging the gap between physical hardware and virtual environments, from PCB design to real-time physics implementation. Specialized in bringing complex technical titles to fruition with a focus on stability and scientific accuracy.

Technical Skills

Core Development: C# (Expert), **Unity**, **VR/XR Development**, OOP, Finite State Machines (FSM), Physics Simulation
Hardware/Embedded: Arduino/ESP32, **KiCad** (PCB Design), Sensor Fusion, Serial Communication (C++), Haptics
Optimization & Build: VR/Mobile Performance Optimization, Object Pooling, Build Pipelines (PC, Android, iOS)
Game Engine Tech: Real-time CSG (Mesh Cutting), NavMesh AI, Softbody Dynamics, Particle Systems
CAD & Manufacturing: Fusion 360, SolidWorks, 3D Printing, CNC Milling, Laser Cutting, Sheet Metal Design

Professional Experience

Prosthetic Worlds — Winnipeg, MB & Turkey
Founder & Lead Simulation Architect — *2022 – Present*
- Spearheading the R&D of hybrid surgical simulators. Managing the full product lifecycle from prototyping to deployment.
  Project: Hybrid Arthroscopy Simulator (Hardware-Software Integration)
- **System Architecture:** Architected a high-fidelity simulation in Unity URP using **Real-time CSG** algorithms for accurate soft-body cutting and tissue deformation.
- **Embedded Integration:** Designed custom PCBs and firmware to bridge Unity with industrial hardware (BTS7960 drivers, ACE128 encoders), ensuring low-latency communication.
- **Engineering Solution:** Resolved critical electromagnetic (EM) interference issues by redesigning the chassis using non-ferrous materials and optimizing sensor placement for 97-100% accuracy.
  Project: Total Knee Arthroplasty (TKA) VR Simulation
- **VR Optimization:** Optimized surgical workflow for standalone **Meta Quest** hardware via rigorous draw-call reduction, texture baking, and occlusion culling.
- **System Logic:** Designed a robust Task Management System using Finite State Machines (FSM) to validate user actions against surgical protocols.
- **Validation:** Successfully shipped software used in clinical utility studies; validated by orthopedic surgeons.

Amazoi Software — Ankara, Turkey (Hacettepe Technopolis)
VR/AR Developer — *2022*
- **AR Development:** Developed "Covid-19 Awareness," an educational AR module using **Vuforia** and NavMesh AI agents.
- **Mission Control:** Developed a modular networking framework enabling instructors to manage **VR training scenarios** in real-time.

Mojo Import Export — Kampala (Project Based)
Technical Consultant & System Analyst — *2023 (6 Months)*
- Directed digital transformation. Built and deployed a digital infrastructure for real-time monitoring of inventory and production metrics.

Bionluk & Indie Projects — Remote
Freelance Game Developer — *2019 – 2022*
- **Mobile Game Development:** Managed the complete production pipeline for 8+ mobile titles (e.g., *Redline Drag Racing*, *Dolmuşçu Dayı*). Implemented vehicle physics, localization systems, and optimized builds for App Store/Google Play.
- **Simulation R&D:** Utilized Lidar Scanning to create a "Digital Twin" Fire Evacuation simulator for PC with diegetic UI.

Selected Publications

Medicine (Baltimore) (2024): "A comparative study on real surgical performance in total knee arthroplasty..."

Link: https://pmc.ncbi.nlm.nih.gov/articles/PMC11596432/pdf/medi-103-e40615.pdf

Education

Uşak University — Turkey
Undergraduate Studies — *2018 – 2019*
- Focus shifted to full-time professional projects and entrepreneurial ventures in immersive simulation technologies.

Gaziantep Chamber of Commerce High School — Turkey
Information Technologies — *2014 – 2018*
- Acquired a strong technical foundation in software development, enabling immediate transition into professional projects.