



# KEMAL GÖKTEN

## AUGMENTED REALITY DEVELOPER



### PROFILE

Passionate software engineer with 3+ years of experience in augmented reality development. Proficient in C#, Python, Unity, and ARFoundation. Excited about the potential of AR to change the way we interact with the world. Eager to learn and grow in this field and contribute to the development of innovative AR experiences. Team player and always willing to collaborate.

### SKILLS

Programming Languages:

**C#, Python, Java**

Development Frameworks:

**MRTK, ARKit, ARCore, ARFoundation**

Augmented Reality Expertise:

**Marker-based AR, Markerless AR, Mixed Reality (HoloLens)**

Game Engine:

**Unity3D**

Software Engineering Skills:

**Unit Testing, Mock Testing, Unity Profiler, Agile Methodologies**

Version Control:

**Git**

Soft Skills:

**Communication, Teamwork, Problem-solving, Critical Thinking, Creativity, Attention to Detail**

### CONTACT ME

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GitHub

www.github.com/KemalGokten

### LANGUAGE

English: (C1)

Turkish: Native

### EXPERIENCE

#### ■ AR DEVELOPER @ SHOUTR LABS

GERMANY

Jun. 2022 – Jul. 2023, Berlin

- Proficient in utilizing Unity's ARFoundation to develop cross-platform AR apps for both iOS and Android, ensuring seamless user experiences on various devices.
- Specialized in mixed reality development, with a focus on HoloLens projects, leveraging the Mixed Reality Toolkit (MRTK) for streamlined development and enhanced functionality.
- Proficient in utilizing NUnit and NSubstitute for comprehensive unit testing and mock testing in C#, effectively enhancing application robustness.
- \* Analyzed and resolved performance bottlenecks using Unity Profiler.
- Enhanced proficiency in Object-Oriented Programming and refined project management skills through agile methodologies.
- Applied clean coding techniques and adhered to coding conventions, ensuring optimal codebase quality.
- Crafted user-centric UI designs, resulting in responsive and intuitive user experiences.

#### ■ AR DEVELOPER INTERN @ SHOUTR LABS

GERMANY

Nov. 2021 – May. 2022 Berlin

- Utilized Unity and C# for AR development and gained experience in ARFoundation.
- Participated in Agile process planning and implementation, including sprint planning, backlog grooming, and retrospective meetings.
- Gained proficiency in content management systems and developed Python scripts for web scraping.

#### ■ GAME DEVELOPER @ COSMO4 BILIM SANAT TEKNOLOJI LTD

TURKEY

Aug. 2020 – Nov. 2020 Çanakkale

- Gained valuable experience in Unity and C# programming while working on hypercasual game projects.
- Developed and implemented game mechanics, such as level design, character movement, and in-game animations, for multiple hypercasual games.
- Crafted engaging hypercasual game mechanics through close collaboration with designers and artists.
- Conducted research on successful hypercasual games, analyzed their game mechanics and design, and used this knowledge to develop new game ideas.

### EDUCATIONS

#### ■ B.SC. IN COMPUTER SCIENCE @ ÇANAKKALE ONSEKİZ MART UNIVERSITY

TURKEY

Aug. 2016 - Jun. 2021

- Graduated first in the department with a GPA of 3.4 out of 4.
- Board of Directors member, Computer and Technology Club.

#### ■ HYPERCASUAL GAME BOOTCAMP @ KODLUYORUZ

TURKEY

Feb. 2021 - May. 2021

- Developed Unity, C#, and game design skills.
- Collaboratively developed a well-received hypercasual game.

#### ■ ERASMUS EXCHANGE DEGREE IN COMPUTER SCIENCE @ AGH UNIVERSITY OF SCIENCE AND TECHNOLOGY

POLAND

Sep. 2019 - Jul. 2020

- Collaborated with students from different countries on research projects.
- Developed problem-solving, critical thinking, and teamwork skills.
- Improved English language proficiency.