

ANIL CELIK MARAL

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Education

Technical University of Munich

Master of Science - MS, Informatics: Games Engineering

April 2022 – Present

2.284 / 5

University of California, Santa Cruz

Bachelor of Science - BS, Robotics Engineering

June 2015 – June 2019

1.3 / 5

Experience

Game Developer

Peanut Entertainment

May 2022 – Jan 2024

Ankara, Turkey - Remote

- Developing games using **Unity**, **Unreal Engine** and **Blender**.

Robotics Engineer

ERISIM A.S.

Jan 2020 – Apr 2022

Ankara, Turkey - On Site

- Drew and designed the **P & ID / flow diagrams** for **gypsum production, gypsum based dry-mix production and plasterboard production plants**. This process included analyzing the input material with regards to its chemical composition, keeping in mind the desires of the customer and necessities of the project.
- Wrote programs for the **PLC automation systems** used in gypsum production, gypsum based dry-mix production and plasterboard production plants.

Embedded Systems Engineer Intern

Archer Components

Sep 2019 – Dec 2019

San Francisco Bay Area - On Site

- Developed automation solutions using **IoT**.
- Utilizing **AWS**, **Arduino**, **ZigBee**, **C** and various other microcontrollers and programming languages.

Mechanical Test Engineer Intern

ERISIM A.S.

Jun 2018 - Sep 2018

Ankara, Turkey - On Site

- Tested various types of machinery designed by mechanical engineers using standard and nonstandard mechanical tests.
- Used data acquisition software/hardware to prepare reports of tested machinery.
- Helped in the CAD design (**SolidWorks**) and manufacturing of various test fixtures.
- Operated power and light duty machine tools.

PLC Programmer Intern

Epromak

Jun 2017 - Sep 2017

Ankara, Turkey - On Site

- Wrote programs for the **PLC automation systems** used in gypsum and dry-mixing plants mostly for **SIEMENS S7-300 PLCs**.
- Tested the programs.
- Documented and organized the programs to be ready to be commissioned on site.

Undergraduate Researcher

University of California, Santa Cruz

Nov 2015 - Jul 2017

Santa Cruz, California - On Site

- Worked under computer engineering professor Mircea Teodorescu and **modeled** the **tensegrity robots** and sketched them in **AutoCAD Inventor**.
- Did **stress analysis/simulation** of the tensegrity robots using **NASA Tensegrity Robotics Toolkit (NTRT)**.
- Built the prototypes of the tensegrity robots by **3D printing/prototyping** for testing purposes.

Projects

Chaos Coaster Video Game

- Developed a 3D FPS in **Unity**. Models were designed in **Blender**. The enemies were trained using machine learning using **Unity's ML-Agents**.

Implementation of the KinectFusion 2011 by Richard A. Newcombe et al Research Paper

- Developed a card based, continuous timed 2D action RPG in **Unity**.

The Custodian Video Game

- Developed a card based, continuous timed 2D action RPG in **Unity**.

DeepMap Autonomous Mobile Robot Project

- Volunteered in DeepMap's autonomous mobile robot project.
- Coded in **C++** and **Python** to interact with DeepMap's maps and sensor rig, that consists of a **GPS**, a **LIDAR**, an **IMU unit** and two **stereo cameras**, to autonomously drive the DeepMap autonomous mobile robot.
- Integrated ROS, DeepMap's API and our own code, to have the ability to navigate on roads and simulated our robot in Gazebo ROS before deployment.
- **Designed** the robot using **SolidWorks** and doing **statics** and **kinematics** calculations.

Skills

Unity: 2 Years of Experience
Unreal Engine: 2 Years of Experience
Blender: 2 Years of Experience
C++: 8 Years of Experience
C#: 2 Years of Experience
C: 9 Years of Experience
Python: 9 Years of Experience
Java: 9 Years of Experience
MIPS Assembly: 9 Years of Experience
Verilog: 8 Years of Experience
PLC Ladder Logic: 8 Years of Experience
Matlab: 9 Years of Experience
AutoCAD: 7 Years of Experience
Autodesk Inventor: 9 Years of Experience
SolidWorks: 6 Years of Experience
Robot Operating System (ROS): 6 Years of Experience
Gazebo ROS: 6 Years of Experience
OpenCV: 6 Years of Experience
CUDA: 2 Years of Experience

Languages

English: Native or Bilingual Proficiency
Turkish: Native or Bilingual Proficiency
German: Elementary proficiency

Courses

3D Scanning & Motion Capture

IN2354, Technical University of Munich

3D User Interfaces

IN2111, Technical University of Munich

Additional Advanced Practical Course, Computer Games Laboratory

IN2257, Technical University of Munich

Advanced Practical Course, Computer Games Laboratory

IN2106, Technical University of Munich

Advanced Programming

CMPS 109, University of California, Santa Cruz

Advanced Seminar Course, Master Seminar - Recent Highlights in Computer Graphics and Visualization

IN2107, Technical University of Munich

Algorithms and Abstract Data Types

CMPS 101, University of California, Santa Cruz

Applied Discrete Mathematics

CMPE 16, University of California, Santa Cruz

Augmented Reality

IN2018, Technical University of Munich

Basic Mathematical Methods for Imaging and Visualization

IN2124, Technical University of Munich

Calculus for Science, Engineering, and Mathematics

MATH 19A, University of California, Santa Cruz

Calculus for Science, Engineering, and Mathematics

MATH 19B, University of California, Santa Cruz

Computer Systems and Assembly Language

CMPE 12, University of California, Santa Cruz

Computer Systems and C Programming

CMPE 13, University of California, Santa Cruz

Concepts of C++ Programming

IN2377, Technical University of Munich

Database Systems on Modern CPU Architectures

IN2118, Technical University of Munich

Distributed Systems

IN2259, Technical University of Munich

Feedback Control Systems

CMPE 141, University of California, Santa Cruz

Fundamentals of Robot Kinematics and Dynamics

CMPE 10, University of California, Santa Cruz

Game Engine Design

IN0038, Technical University of Munich

Game Physics

IN0037, Technical University of Munich

Geometry Processing

IN2297, Technical University of Munich

Image Synthesis

IN2015, Technical University of Munich

Individual Study or Research

CMPE 198F, University of California, Santa Cruz

Introduction to Data Structures

CMPS 12B, University of California, Santa Cruz

Introduction to Electronic Circuits

EE 101, University of California, Santa Cruz

Introduction to European Visual Culture

HAVC 30, University of California, Santa Cruz

Introduction to Mechatronics

CMPE 118, University of California, Santa Cruz

Introduction to Physics I

PHYS 5A, University of California, Santa Cruz

Introduction to Physics III

PHYS 5C, University of California, Santa Cruz

Introduction to Physics III

PHYS 5C, University of California, Santa Cruz

Introduction to Statics, Dynamics, and Biomechanics

CMPE 9, University of California, Santa Cruz

Introductory Macroeconomics: Aggregate Economic Activity

ECON 2, University of California, Santa Cruz

Linear Algebra

MATH 21, University of California, Santa Cruz

Logic Design

CMPE 100, University of California, Santa Cruz

Mathematical Methods for Engineers II - Differential Equations

AMS 20, University of California, Santa Cruz

Microprocessor System Design

CMPE 121, University of California, Santa Cruz

Models of Robotic Manipulation

CMPE 215, University of California, Santa Cruz

Probability and Statistics for Engineers - Introduction to Probability

CMPE 107, University of California, Santa Cruz

Requirements Engineering

IN2394, Technical University of Munich

Robot Automation: Intelligence through Feedback Control

CMPE 8, University of California, Santa Cruz

Robot Motion Planning

IN2138, Technical University of Munich

Senior Design Project I

CMPE 129A, University of California, Santa Cruz

Senior Design Project II

CMPE 129B, University of California, Santa Cruz

Sensing and Sensor Technologies (Sensor Design)

CMPE 167, University of California, Santa Cruz

Signals and Systems

EE 103, University of California, Santa Cruz

Technical Writing for Computer Engineers

CMPE 185, University of California, Santa Cruz

Virtual Reality

IN5701, Technical University of Munich

Visual Data Analytics

IN2026, Technical University of Munich

Organizations

Tau Beta Pi, The Engineering Honor Society

Member

May 2018 - Present