

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 based construction material production plants** and wrote programs for the **PLC automation systems** used in these plants.

Embedded Systems Engineer Intern

Archer Components

Sep 2019 – Dec 2019

San Francisco Bay Area - On Site

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

Undergraduate Researcher

University of California, Santa Cruz

Nov 2015 - Jul 2017

Santa Cruz, California - On Site

- **Modeled tensegrity robots** and sketched them in **AutoCAD Inventor** and also did **stress analysis/simulation** of the tensegrity robots using **NASA Tensegrity Robotics Toolkit (NTRT)**. Afterwards, built the prototypes by **3D printing/prototyping** for testing.

Projects

The Custodian Video Game

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

Chaos Coaster Video Game

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

DeepMap 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 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, Unreal Engine, Blender, C++, C#, C, Python, Java, MIPS Assembly, Verilog, PLC Ladder Logic, Matlab, AutoCAD, Autodesk Inventor, SolidWorks, Robot Operating System (ROS), Gazebo ROS, OpenCV

Languages

English: Native or Bilingual Proficiency

Turkish: Native or Bilingual Proficiency

German: Elementary proficiency

Organizations

Tau Beta Pi, The Engineering Honor Society

Member

May 2018 - Present