

ARDA TEMEL

Software Intern

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EDUCATION

Honors BSc Computer Science

York University 01/2019 - Ongoing GPA **3.8** / 4.0

- Course Work in Computer graphics, and Simulation and Animation for Computer Games.
- Math and stats chair honor roll

EXPERIENCE

Creative Developer Intern

BMS Labs 09/2020 - 09/2021 Enschede, Netherlands

The BMS lab provides a wide range of technical services for application development.

- Designed and implemented 10+ immersive VR/AR applications utilizing object-oriented design principles using Unity and C#.
- Built in editor tools for Unity using C# and .Net improving overall productivity via enabling contribution from non-developers.
- Design and implement game systems using object-oriented design patterns
- Decreased project size by %50 via implementing custom shaders.
- Designed interactive UIs for VR/AR applications.
- Applied root cause analysis to optimize the performance of applications.

Software Intern

Ravico Analatyics Inc. 05/2020 - 09/2020 Toronto

Laboratory Informatics planning systems.

- Practiced Agile Methodology to develop a complex software system in a progressive manner.
- Design UI using Adobe XD and implemented in React.js.
- Built multiple front ends using React.js for A/B testing
- Developed and Maintained serverless web-app using AWS cloud functions.
- Built tools for data serialization using Python and Javascript.
- Constructed data models using MySQL, which are used in the database.
- Collaborated with other developers using git.

Peer Advisor

Lassonde School of Engineering 05/2019 - 09/2019 Toronto

- Worked with the advising team in Lassonde guiding more than 20 students per day helping them achieve their academic goals.
- Organized orientation sessions, prepared and facilitated engagement activities for more than 30 sessions each with 100+ students.
- Delivered introductory presentations for the Engineering programs at York University for over 200 students.
- Analyzed and curated documents, road-maps for each engineering program, that are still in use.
- Crated atomization tools for Excel in order to increase efficiency.

PROGRAMMING LANGUAGES



SKILLS

Toolbox

Unity	Unreal Engine	MangoDB
OpenGL	Blender	VR/AR
Linux	GLSL/HLSL	React
Github/Gitlab	AdobeXD	Git
		React.JS

PROJECTS

Spline Modeling

Toronto, ON

Animation using custom Hermite Spline in C++

- Implemented custom Hermite spline using c++ for key frame animations on a scene.

Ray Tracer

Toronto, ON

C++ Ray Tracer

- Ray Tracer capable of simulating lighting (Ambient, Diffuse, Specular) with reflection rays given a scene description.

Using Virtual Reality to Improve Subjective Vitality

University of Twente, Bms Lab/Netherlands

Immersive VR Research

- The study focused on the design, development, and usability of a virtual reality (VR) nature experience to improve subjective vitality of university students.

<https://essay.utwente.nl/89140/>

Mirror Therapy in Virtual Reality by a Brain-Computer Interface

University of Twente, Bms Lab/Netherlands

VR research w/ EEG integration

- Develop and evaluate a Virtual Reality (VR) system, used for rehabilitation through Mirror Therapy, that is inclusive for people experiencing Phantom Limb Pain after amputation.
- Real time data streaming through LSL

<https://essay.utwente.nl/87423/>

Woof

ConUHacks

Web-app for arranging play dates between dog owners

- Responsive web-app built using React.js with online chat and authentication capabilities.
- Users are retrieved from the database and displayed on the feed of other users.
- Can engage with other users via online chat.