



# Asena Hazal YILMAZ

Software Engineer | Game Developer |  
AI & AR/VR Specialist

⌚ Based in Ottawa, ON, Canada.

## Contacts

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Github [/ahkhat](https://github.com/ahkhat)

Github [/pectus-g](https://github.com/pectus-g)

Github [/asenahazal](https://github.com/asenahazal)

## Professional Profile

Software Engineer with 4.5+ years of experience in game development, AI, and AR/VR. Founder and Lead Software Developer at Pectus Games, specializing in C#, Unity, gameplay systems, and technical architecture. Experienced in mobile and PC games, blockchain/NFT mechanics, and international team collaboration across Europe, Asia, and North America.

## Work Experience

### Founder & Lead Software Developer

Pectus Games

⌚ Ottawa, Canada

📅 Nov 2025 – Present

### Gameplay Programmer

Nyan Heroes • Contract

⌚ Singapore

📅 Nov 2022 – Sep 2023

### Game Developer & Level Designer

Popcore • Contract

⌚ Berlin, Germany

📅 Sep 2021 – Sep 2022

### Game Developer

Bigpoint GmbH • Contract

⌚ Hamburg, Germany

📅 Sep 2019 – Sep 2021

### Software Engineer

Numeric Engineering • Contract

⌚ Texas, USA

📅 Dec 2018 – Jul 2019

### Software Engineering Intern

Microsoft • Internship

⌚ Istanbul, Turkiye

📅 Jul 2017 – Sep 2017

## Top Skills

Unity3D

C#

3D Game Environments

Reinforcement Learning

Git

AR/VR

Cybersecurity

Game Design

Python

NFT Systems

Agile

Blockchain

## Education

### Algonquin College – Ottawa, ON

- Supply Chain Management

📅 May 2025 – Dec 2025

- Cybersecurity and Analysis

📅 Jan 2024 – Aug 2024

### Duzce University – Duzce, Turkey

Bachelor of Computer Engineering

📅 Sep 2014 – Aug 2018

## Publication

### Detecting Fake Twitter Accounts Using Artificial Neural Networks

- DOI:10.30855/AIS.2018

## Languages

### Turkish

Native proficiency

### English

Fluent (CELPPIP-General, Level 9)