Asena Hazal YILMAZ

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

⊙ Based in Ottawa, ON, Canada.

Contacts

✉ asenahazal@icloud.com

in linkedin.com/in/asena-hazal-kahriman/

◯ /ahkhat

◯ /pectus-g

▽ /asenahazal

Professional Profile

Software Engineer with 4.5+ years of experience in game development, artificial intelligence, and AR/VR technologies. Skilled in Unity, C#, Python, and Blockchain systems. Experienced in developing mobile and PC games, implementing NFT mechanics, and working with international teams across Europe, Asia, and North America. Passionate about delivering user-centered software solutions and continuously exploring emerging technologies.

Top Skills

`Unity3D` `C#` `3D Game Environments`
`Reinforcement Learning` `Git` `AR/VR`
`Cybersecurity` `Game Design` `Python`
`NFT Systems` `Agile` `Blockchain`

Work Experience

Gameplay Programmer
📅 Nov 2022 – Sep 2023

Nyan Heroes • Contract

⊙ Singapore

- Developed a third-person shooter game on the Solana blockchain.
- Built NFT game mechanics to enhance in-game economic stability.
- Collaborated with Agile international teams to deliver key milestones.

Game Developer & Level Designer
📅 Sep 2021 – Sep 2022

Popcore • Contract

⊙ Berlin, Germany

- Created and optimized mobile game features, improving workflow efficiency by 15%.
- Participated in level design and testing for multiple game releases.
- Enhanced QA processes, reducing bug resolution time by 20%.

Game Developer
📅 Sep 2019 – Sep 2021

Bigpoint GmbH • Contract

⊙ Hamburg, Germany

- Designed monetization systems and gameplay improvements for large-scale online games.
- Delivered updates and new features in collaboration with cross-functional teams.
- Supported projects with over 100k active users.

Software Engineer
📅 Dec 2018 – Jul 2019

Numeric Engineering • Contract

⊙ Texas, USA

- Built interactive MR apps using Unity3D and C# for training environments.
- Developed realistic 3D scenarios for industry-specific use cases.

Software Engineering Intern
📅 Jul 2017 – Sep 2017

Microsoft • Internship

⊙ Istanbul, Turkiye

- Created a Unity-based horror game prototype.
- Conducted early research on interactive gaming tech and immersive design.

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 (CELPIP-General, Level 9)