

ELMAN HAMDI

Unreal Engine Game Developer

Hi, I'm Elman. I graduated in July 2021 from Izmir Institute of Technology as a Computer Engineer. In my university life, I working on Data Mining, Image Understanding, Front-end development, HPC systems, OpenGL with a former Pixar engineer and other many Computer Engineering's subjects. Since July 2021, I've been working at CaveVFX, a former Pixar employee's company, where we are making a lot of in-factory educational VR games about occupational safety (OSH) with using Unreal Engine. I take part in many parts of these games such as Pipeline Creation, UMG, Game Development and etc. Every day I am learning new things and if you give me a chance I want to show my creativity and achieve new things.



📍 Izmir-Bursa/Turkey
☎ +905378418500
✉ elmanhamdi@outlook.com

Programming Languages	Languages	Program Skills	Hobbies
Java, Python ★★★★★ C, C++ ★★★★★ OpenGL, HLSL ★★★★★ HTML, CSS, JS ★★★★★ Flutter ★★★★★ Spring Boot, MPI ★★★★★	Turkish Native English B1+ Russian A2 Spanish A1+	Unreal Engine, Photoshop, Illustrator, Premier Pro, After Effect, Office Programs (most), Blender, Maya, Fusion 360	Longboarding (DIY Electricity Board) Drawing Video Editing Play with IOT systems Calisthenics and Body Building Climbing Latin and Shuffle Dancing Singing in a choir or a acapella group

The scoring system does not contain any professionalism so it was created by comparing them with each other.

LAST PROJECTS

keyID: We have built a barcode sweep system prevent to reduce complexity of waiting for the queue in hospitals. In this project we use barcode on Turkey ID cards for when doctors want a particular patient to come in. We participated in the Ozyegin University Makeathon Competition sponsored by Arçelik with this project.

Thumbstop: A mobile application created to solve the transportation problem in our university. This application can only be accessed via university mails. So we provide security.

Pint-e: Any glass around us can serve as a board. The writings on the board are illuminated with light. The texts are transferred to the computer via sensors and shared with users. This allows users to see what is written on the board. Thus, an inexpensive board that can be written and seen on the internet is made. (With this project, we take 1th place in a competition at IZTECH)

LAST PARTICIPATIONS

HackZurich 2023: HackZurich is one of the most important events in the European technology and innovation scene for tech talents from international elite universities. From over 5500 applications, the best tech talents are invited every year to develop innovative prototypes in 40 hours. It is a great event and provides a great networking area with sponsors. During the event, we developed and presented a VR solution for Siemens' rail systems.

FuturePynk Munich 2023: It is a magnificent event that takes place for 2 days at the Google office in Munich and includes challenges sponsored by Intel, Google and similar companies.

HONORS & AWARDS

Mercedes Star Hack 2021

As the Beesupp team, we got the second place in the hackathon named "Star Hack 2021" organized by Mercedes Benz. In this competition, we developed an NFT system that we can use in various places inside the car.

THY Travel Hackathon

Finalist (First 10 groups is finalists). In the Travel Hackathon 2018 jointly organized by Turkish Airlines and IGA in Teknofest Istanbul. We achieved the success of being last 10 projects to be between 500 projects.

Design 101 (2018) in Iztech

1th Place

Commencis Hackathon Competition

3th Place

Çankaya District Governorship 7th "From the Eyes of Youth" High School Short Film Competition

Took a place in the top 10 short movies, with a stopmotion film which is made entirely myself.

TOYOTA Dream Car Art Contest

2th Place (National Step)

Finalist (International Step) : In the worldwide competition, I entered the top 24 among 600

BEST CERTIFICATION

TOYOTA Dream Car Art Contest Finalist Certificate

Includes Akio Toyoda's Wet-Ink Signature

EXPERIENCE

Enver Studios(CA,USA):(currently working)

2022 December, I'm working on transferring the game I was developing before to VR in Unreal Engine 5.1 and creating a vertical slice.

MetaFI (Manchester,UK): 2022 August-December, I took part in two third person metaverse games. MetaFI and Mafioso. I responsible for creating UMG, gameplay, and demo preparation with using UE5.

CaveFX:(currently working) 2021 July, I started to work in a animation company. We are making some educational games for Oculus VR using Unreal Engine 4.27. We made nearly 30 VR games in OHS fields in 1 year. I take part in many parts of this project such as Pipeline Creation, UMG, Game Development and etc.

SURFsara: 2020 summer, I was intern in this company which located in Netherlands about 9 weeks. I was doing some benchmarking on some HPC clusters with using MPI, OpenMP and some frameworks as ReFrame, EasyBuild.

EXTRA SKILLS

Art Design

UI-UX Design : I usually take on design tasks in the groups I join. I worked in many startups and earned money with my design feature.

Video Editing: Please check my YouTube account: youtube.com/user/elmanhamdi

Music Making

Stuttering: I am professional shutter since I was a a a ch child.

COVID-19 Effect

I invented to EuroHPCSummitWeek20 Conference in Porto but because of virus I am waiting next year to attend.