BATU AYTEMIZ

Phone : +1 646 421 96 94   E-mail : batu.aytemiz@nyu.edu
Website: batuaytemiz.com   Github : github.com/batu/

Education

New York University Abu Dhabi | Abu Dhabi, UAE, May 2017
      B. S.   : Computer Science   Intended Minors   : Economics, Video Game Design
      Standing GPA : 3.81

Tech Skills

Computer Skills:
- Unity3D, C#, Python, C, C++, Javascript, HTML, CSS, Node.js, openGL, MySQL,
- Linux, Unix

Experience

Workshop Leader | New York, Random Makeathon for Kindness | November
- Taught a class of 25 kids, aged 7 – 17, Unity3D and Game Design
- Designed the syllabus from ground up personally for this workshop

Grader on Databases Class | New York, NYU | September 2015 – December 2015
- Graded assignments of students taking the class.
- The assignments focused on database design and using MySQL, basic HTML/CSS/php

Intern at ReoTek | Ankara, METU Teknokent | June 2015
- Worked with Unity3D and a pair of infrared frames to create a simulation that allows surgeons to practice surgeries in a virtual environment.

Team Lead of Video Game Design Group | NYUAD | September 2014 – Present
- Lead a team of 4 and designed all aspects of a 2D stealth puzzler, including level design, character design, concept art, narrative, mechanics, and storytelling.

Student Research Assistant for DTL Lab | NYUAD | May 2014 – January 2015,
- Worked on creating an application using Python and Javascript that scrapes and analyses Stackoverflow data in order to determine and rank the difficulty of a given tutorial.

Teaching Assistant for Introduction to Computer Science Course | NYUAD | April 2014 – June 2014
- Helped peers from learning basic computer science concepts to finalizing their final projects that included web apps and small scale video games, using Python.

Projects & Competitions

Jeremy Cohen (Work in Progress) | NYU Game Center | May 2015
- A top down shooter with procedurally generated maps and a time manipulation mechanic.
- Developed using **Unity3D** with a team of 2, personally worked on all aspects of the game.

MERCy Frontier | NYU Game Center | May 2015
- A board game that tries to implement the Real Time Strategy style combat in a physical setting.
- Developed with a team of 3, personally worked in all aspects of development.

Game Recommendation Engine | NYUAD | May 2014
- A web application that is created by **Node.js** backend that helps people find games that they would enjoy playing based on their earlier preferences.

PeakTime Economics Competition | Latvia, Riga | February 2014
- Created case studies to bring economically sound solutions to real life problems.
- Ranked in the top 14 out of 160 team internationally, totaling over 500 participants.

Facilitator at Global Issues Network | NYUAD | January 2014
- Lead a team of 7 to create with a sustainable action plan that aimed to solve energy problems.
- Won the best action plan award and is working with the team to implement the idea.