

# BATU AYTEMIZ

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## Education

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**New York University Abu Dhabi | Abu Dhabi, UAE, May 2017**

B. S. : Computer Science                      Minors : Mathematics, Video Game Design  
Standing GPA : 3.91

## Tech Skills

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- C#, Python, C, C++, Java, Javascript, HTML, CSS, Node.js, OpenGL, SQL,
- Unity3D, Unreal Engine, Git, VIM, Linux, Unix, AWS, Virtual Reality

## Experience

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**Intern at M3diate | Abu Dhabi | September 2016 – present | <http://www.m3diate.com/>**

- Maintaining and developing a Virtual Reality framework that supports projects that are related to education, theater and communication using Unreal Engine.

**Participant at MIT Media Lab Reimagine Dubai Conference | Dubai | September 2016**

- Designed and built a virtual reality application in Unity3D to help Syrian refugees culturally connect back to their homeland.

**Research Assistant in Game Innovation Lab | New York University | June 2016 – present**

- Worked on creating a competitive game that built its own AI using genetic algorithms and then balanced its characters using neural networks. (Work in progress.)
- Implemented a replay system to analyze data that will be used in AI agent modelling.

**Back End Intern at NYUAD Online Services and Applications | NYUAD | March 2016 – May 2016**

- Worked on developing the php backend of a parking tracker app for the use of the official NYUAD parking lot in a team using agile development methodology.

**Game Designer on Play A to Start | New York, NYU | September 2015 – December 2015**

- Worked on the design and development of a game that helps people practice their musical instruments. The game uses real-time audio data as the main means of interaction.
- The game was presented in IMPACT 2016 conference in NYU.

**Research Intern at ReoTek, METU | Ankara, Middle East Technical University 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.

**Research Assistant for Design and Technology 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.

## Projects & Leadership

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**Unity Workshops | New York, Abu Dhabi, Dubai, Ankara | November 2015**

- Designed and taught unity3D workshops in NYU Abu Dhabi, MIT Media Lab Imagine Dubai Conference, Random Makerthon for Happiness in New York and other places.
- Created a syllabus for a course which was planned to be used in a start up in Shanghai.

**The Great Tagalyzer | New York University | November 2015**

- A Django web app that takes a hashtag on Twitter and return the average sentiment value associated with that hashtag. Worked on its map reduce job running on AWS servers.

**Hello! | NYU Game Center | December 2015**

- A physical game for two that is played by wearing two specially designed costumes
- Worked on wiring the arduino, coding, design, 3D printing and the presentation

**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.