BATU AYTEMIZ

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Education

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

Computer Skills:
- Unity3D, C#, Python, C, C++, Java, Javascript, HTML, CSS, Node.js, php, openGL, SQL,
- Git, VIM, Linux, Unix, AWS, VR

Experience

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

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.