

# BATU AYTEMİZ

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## Education

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

B. S. : Computer Science      Intended Minors : Economics, Video Game Design  
Standing GPA : 3.81

**TED Ankara College Foundation Private High School** |Ankara, Turkey

International Baccalaureate, May 2013

Turkish National Curriculum, May 2013

Senior Year GPA : 94,33

## Tech Skills

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Computer Skills:

- Unity3D, Python, C, C++, Javascript, HTML, CSS, Node.js, OpenGL, MySQL, php (basic)
- Linux, Unix, Microsoft Office, Google Tools

## Experience

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**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.

**Founding Member of Computer Science Committee** | NYUAD | September 2014 – Present

- Took part in creating a website that facilitates connectivity between students and faculty.
- Held weekly programming competition trainings that utilized C/C++,Java and Python.

**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.
- Working on Game Maker to develop the games.

**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

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**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 - gamerecommend.herokuapp.com/

- 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.

**Web App: Taalemnni - Participant in NYU AD Hackathon** | NYUAD | February 2014 - taalemnni.meteor.com/

- Worked as a backend and frontend developer (**JS, HTML, CSS**), utilizing **Meteor**, for a web application that allowed students to exercise for exams using a competitive quiz style game.
- Applied **gamification** elements to make the web application more efficient.

**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.