

BILGE KAGAN PAMUK



Ankara/ Turkey

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PROFESSIONAL SUMMARY

I am a graduate of software engineering, specializing in the fields of Virtual Reality (VR), Augmented Reality (AR), and Mixed Reality (MR). Since graduating, I have dedicated myself to developing proficiency in VR, AR, and MR, consistently participating in courses and crafting applications

EDUCATION

**ATILIM UNIVERSITY(%100 ENGLISH)
ENGINEERING FACULTY**
2018-2023

**OSTRAVA UNIVERSITY(ERASMUS-CZECH
Republic)**
1-semester of Erasmus about Computer Science
2021-2022

AWARDS & SEMINARS

- Winner of Interuniversity Projects Competition(There is post in my linkedIn)
- I placed second in the Cosmic challenge, this challenge was held in Canada worldwide and it is about project management
- Turkey Yapi Kredi Bank Contest winner

RELEVANT EXPERIENCE

AR/VR/MR Developer Intern - Akgun Technology

- Akgun Technology is a firm that develops medical systems or applications for hospitals so i prepared a prototype with AR for surgeons that makes their operations easier and more precisely

AR/VR/MR Developer- Akgun Technology

- I have developed an innovative mixed reality DICOM (Digital Imaging and Communications in Medicine) application that combines the power of virtual reality and augmented reality with medical imaging technology. This application aims to revolutionize the way medical professionals interact with and analyze medical images, providing a more immersive and intuitive experience.

AR/VR/MR Developer- My own job

- I have been working as an AR/VR/MR developer, focusing on creating a metaverse specifically tailored for the field of dentistry. My role involves leveraging virtual reality, and mixed reality technologies to develop a comprehensive and immersive virtual environment for dental professionals and this environment is Multiplayer also Haptics are implemented.

ECE VR Project:

- Developed a VR application for neurosurgery education and training used by hospitals.
- Created realistic simulations of various brain surgeries and an effective performance tracking system.
- Fostered collaboration among surgical teams and ensured the app's content stayed current with medical advancements.

Skills

- Unity 3D - 2D
- Photon Engine
- VR - MR - AR
- Github
- XR(Extended Reality)
- OVR(Oculus Virtual Reality)
- Project Management(Agile)
- Unity(IOS-Android)
- Haptics