

EXPERIENCE

DE-MAY ARCHITECTS

Intern Architect 2020

I worked in different leads and teams at the same time, and in these teams I was expected to do the entire design process, from concept designs to 3D Modelling with my team and also the detail drawings for the final stage. On some I had the opportunity to do site visits and check ups. I was also responsible with getting feedback on these projects and improve the designs accordingly. Some of the projects I worked on was reconstruction projects, especially on these projects I was expected to finish the entire presentation and be in the meetings with clients.

ALEXANDRIA TROAS ARCHEOLOGICAL SITE

Architectural Authentication 2018

As a team we were responsible with collaborating with the archeologists in the site and do the architectural drawings of the finds they are responsible with. We did detailed 2D drawings and 3D models of each finds using the pictures and analysis we gathered from the site. We were also responsible with making them ready for the book they will publish in the upcoming years.

ESOGU UNIVERSITY

Topography Internship 2017

We were responsible with the template drawings for a project inside out school campus. We had to gather data from the project site, troubleshoot each problem and make a report to present it in a meeting. The team had different solutions for each problem, that were presented with high quality models. The team also did couple of concept proposals for the architecture company.

EDUCATION

UNIVERSITY COLLEGE LONDON

MA, URBAN DESIGN 2022-2023

During my masters course, I focused on learning how to design video game environments. In my course, we learned how to use our architecture and urban design knowledge to create appealing video game worlds using Unreal Engine 5. I enjoyed making stand alone and modular assets for these worlds, at the end of the course me and my team had 2 small building games. And finally, I had 2 research topics that I wrote articles for; these were “ Social Life and Public Spaces of Video Games” and “Roots of an Appealing Post-Apocalyptic World”.

ESKISEHIR OSMANGAZI UNIVERSITY

BA, ARCHITECTURE 2016-2021

On my bachelor’s degree, I focused on big urban projects and how to create fun public places for its users. I took as many urban design courses I could take and focused on what makes good public places a place. Due to my hobbies I also started thinking if we can use these design principles in virtual spaces and researched if we can use urban areas of the cities as an example for social aspect of multiplayer games.

ONLINE COURSES

MARC BRUNET, TRENT SIVEK, JORDAN GRIMMER

Due to my interest for art since I’m a little girl, over the years I took many art related online and offline courses. Marc Brunet’s Art School, Trent Sivek’s and Jordan Grimmer’s environment art courses was one of these. I studied with them for years and am still working to get better at 2D art, for both better communication and as a hobby.

SKILLS

Autocad	5 Years	3DS Max	1 Year
Revit	2 Years	Python	1 Year
Blender	3 Years	Z brush	1 Year
Unreal Engine 5	2 Years	Da Vinci Resolve	2 Years
Adobe Creative Suite	5 Years	Html, Css	1 Year

VOLUNTEER JOBS

Devcom (Gamescom) Cologne DE	2023	Childrens Home Ankara, TR	2016-2018	Childrens Home Eskisehir, TR	2020-2021
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LANGUAGE

English	Native
Turkish	Native
German	Beginner
Japanese	Beginner