



# Dünya Kılavuz

## Computer Engineer, M.Sc.

### Experience

- Jun 2024 • **Maritime Trainer**  
*Unreal Engine Developer - Team Lead*  
Developing VR apps using Unreal Engine 5.  
Unreal Engine, C++, Blueprint, Strapi.js
- Jul 2023 • **QReal 3D - The Glimpse Group**  
*XR Developer*  
Developing social media lenses & filters.  
Unity, C#, Lens Studio, JS
- Aug 2021 • **Izmir University of Economics**  
*Laboratory Specialist*  
Tending multidisciplinary lab on campus.  
Jul 2018 • Server management & IT works

### Education

- 2020 • **Master of Science Degree**  
*Izmir University of Economics*  
Faculty of Engineering and Computer Science  
Computer Engineering, *GPA - 3.50/4.00*
- 2017 • **Bachelor of Science Degree**  
*Izmir University of Economics*  
Faculty of Engineering and Computer Science  
Computer Engineering, *GPA - 2.99/4.00*

### Skills

#### Programming

- C#
- C++
- JavaScript
- Java
- Dart
- Python

#### Software & Framework

- Godot Engine
- Unreal Engine
- Unity Engine
- React Native
- Flutter
- Lens Studio
- Blender
- Git

#### Language

- Turkish Mother tongue
- English IELTS 7.0/9.0 - 2017
- Spanish Intermediate
- Greek Beginner

### About me

#### Career highlights

I am passionate about game development though I've broadened my skills to include Flutter, React Native, and other technologies. I enjoy working on diverse programming projects, from solar system simulators to cryptocurrency trading bots.

#### Personal life

When I'm not at the keyboard, you'll find me doing activities like cycling and swimming and so on. I'm a science and astronomy enthusiast, enjoying everything from reading to watching. And, of course, gaming is my go-to for some laid-back fun!