# Dünya Kılavuz
## Computer Engineer, M.Sc.

## Experience

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|---|---|---|
| Today | | **Maritime Trainer** |
| | | *Unreal Engine Developer* |
| | | Developing VR apps using Unreal Engine 5. |
| Jul 2023 | | Unreal Engine, C++, Blueprint, Strapi.js |
| Jul 2023 | | **QReal 3D - The Glimpse Group** |
| | | *XR Developer* |
| | | Developing social media lenses & filters. |
| Aug 2021 | | 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

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|---|---|---|
| 2020 | | **Master of Science Degree** |
| | | *Izmir University of Economics* |
| | | Faculty of Engineering and Computer Science |
| 2017 | | Computer Engineering, *GPA – 3.50/4.00* |
| 2016 | | **Bachelor of Science Degree** |
| | | *Izmir University of Economics* |
| | | Faculty of Engineering and Computer Science |
| 2012 | | 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 | Mothertongue |
| 🇬🇧 | 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!

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