Duygu SEZER
Computer Engineer

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CONTACT

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🐙 https://github.com/duygusezr

EDUCATION

Bursa Uludağ University | 2022-2026
Bachelor's Degree

SKILLS

WEB
HTML-CSS, JavaScript, React.js

Unity/Unreal Engine
Blueprint Child Coding , C# for Unity,
AI for Level Designs

Development Tools
Git, GitHub, Visual Studio Code

LANGUAGES

Turkish - Native
English - B2

PROFESSIONAL EXPERIENCE

Uludağ University Digital Game Design Community | Board Member
Events Department || Date Range (e.g., October 2024 – Present)

- Contributed to the planning and execution of workshops, seminars, and events related to game design and development.
- Coordinated team efforts to organize training sessions, competitions, and networking opportunities for members.
- Fostered collaboration among members, promoting skill development in game design, programming, and creative storytelling.
- Played an active role in expanding the community's reach and engagement within the university, attracting new members and partnerships.

PROJECTS

Brewing Bad – Unity
2024, Unity, Single-player simulation game ,C#

- Developed a single-player simulation game where players manage a café business as a team.
- Players earn revenue by carefully preparing and timely delivering customer orders.
- Expanded café operations and added new food and drink items to the menu based on generated income.
- Designed and implemented engaging gameplay mechanics to enhance user experience.
- **Itch.io:** https://aykut0.itch.io/brewing-bad
- **Github:** https://github.com/duygusezr/BrewingBadGame.git

Guide Application for Visually Impaired Individuals
2024, Assistive technology project

- Developed a guide application that helps visually impaired individuals navigate safely by detecting objects within a predefined Region of Interest (ROI).
- Provides audible alerts for potential threats, enhancing the user's awareness of their surroundings.
- Aims to improve independence and quality of life for visually impaired individuals, showcasing the positive societal impact of technology.
- Utilized advanced sensor integration and real-time data processing to ensure accurate object detection and timely alerts.
- **Github:** https://github.com/duygusezr/Guide-application-for-visually-impaired-individuals-.git

Zombie FPS Game – Unreal Engine 5.4
2024, Unreal Engine 5.4 , C#

- Developed a first-person zombie-themed game using Unreal Engine 5.4.
- Programmed game mechanics, character movements, and enemy AI.
- Enhanced the game's atmosphere by working on environment design and lighting.
- Implemented various improvements based on user feedback and managed the testing process at the end of the project.
- **Google Drive Link:**
  https://drive.google.com/drive/folders/1R3326NED1dmXrpkFGCdpD47EPoyb Otow?usp=drive_link