

Elif Hilal KORKUT

Architect, Unity Developer

☎ (+90)5396240221
✉ elifh.korkut@gmail.com
📍 Ankara, Turkey
🌐 <https://www.linkedin.com/in/elif-hilal-korkut-290888224>
🐙 [github.com/https://github.com/elifkorkut](https://github.com/elifkorkut)

I am a professionally qualified learner with 27 years of experience. am a flexible and experienced insurance administrator with excellent time management skills. I am a good communicator with proven inter personal skills and am used to working in a team whilst also being capable of using own initiative. I am skilled In dealing with problems in a resourceful manner and negotiating to achieve beneficial agreement. I am always enthusiastic to learn and undertake new challenges.

🎓 FORMATION

- | | |
|-----------|--|
| 2020-2023 | Middle East Technical University / Graduate School of Informatics, Master of Science (M.Sc.), Multimedia Informatics - Game Technologies |
| 2021-2022 | Blekinge Institute of Technology / Faculty of Computer Sciences / The Department of Technology and Aesthetics, Erasmus Student |
| 2014-2020 | Middle East Technical University / Department of Architecture , Bachelor of Architecture (BArch), Architecture |
| 2010-2014 | Ankara Atatürk Anatolian High School, High School Diploma |

📖 PUBLICATIONS

- | | |
|------|---|
| 2023 | Creating a Virtual Museum Framework for Immersive Reality Environments Through a Perspective From Heterotopia
M.Sc.Thesis |
| 2023 | Developing a Framework for Heterotopias as Discursive Playgrounds : A Comparative Analysis of Non-Immersive and Immersive Technologies
https://arxiv.org/abs/2301.08565 |
| 2022 | Visualization in virtual reality : a systematic review
https://link.springer.com/article/10.1007/s10055-023-00753-8 |
| 2021 | Sketch Recognition for Interactive Game Experiences Using Neural Networks
International Conference on Entertainment Computing
https://link.springer.com/chapter/10.1007/978-3-030-89394-1_31 |

📖 PARTICIPATION

- | | |
|------|---|
| 2021 | International Conference on Entertainment Computing Conference
The Paper “ Sketch Recognition for Interactive Game Experiences Using Neural Networks” was presented. |
| 2019 | Archiprix Competition
The Project “Resilience of Water ” was exhibited and nominated. |
| 2016 | STEPS (Basamaklar) Exhibition
Exhibition of selected student projects, “Scientific Research Center” project was exhibited. |

💻 KEY PROJECTS

A VIRTUAL MUSEUM FRAMEWORK FOR HETEROTOPIAS AS DISCURSIVE PLAYGROUNDS

🐙 github.com/darwiin/yaac-another-awesome-cv [🔗 Simply](#)

Simply City est une application mobile, gratuite et participative destinée à tous les habitants, visiteurs et touristes qui séjournent dans une ville. L'application permet de connaître toutes les informations et services utiles en temps réel.

Unity Oculus Quest 2 RhinoCeros Maya

HOLOFFICE

🐙 github.com/darwiin/yaac-another-awesome-cv [🔗 Template sur Overleaf](#)

Template \LaTeX pour Curriculum Vitae utilisant les icônes Font Awesome et la police de caractère Adobe Source Sans Pro. YAAC Another Awesome CV a d'abord été créé comme un template simple pour CV à vocation technologique.

\LaTeX Sublime Text

GENERATIVE ART

github.com/darwiin/yaac-another-awesome-cv [Template sur Overleaf](#)

Template \LaTeX pour Curriculum Vitæ utilisant les icônes Font Awesome et la police de caractère Adobe Source Sans Pro. YAAC Another Awesome CV a d'abord été créé comme un template simple pour CV à vocation technologique.

Processing

TRANSMEDIA

github.com/darwiin/yaac-another-awesome-cv [Template sur Overleaf](#)

Template \LaTeX pour Curriculum Vitæ utilisant les icônes Font Awesome et la police de caractère Adobe Source Sans Pro. YAAC Another Awesome CV a d'abord été créé comme un template simple pour CV à vocation technologique.

Unity

RNNS FOR SUMMARY AND KNOWLEDGE GRAPHS

github.com/darwiin/yaac-another-awesome-cv [Template sur Overleaf](#)

Template \LaTeX pour Curriculum Vitæ utilisant les icônes Font Awesome et la police de caractère Adobe Source Sans Pro. YAAC Another Awesome CV a d'abord été créé comme un template simple pour CV à vocation technologique.

Pytorch Python

SKETCH RECOGNITION FOR EXPERIENCES

github.com/darwiin/yaac-another-awesome-cv [Template sur Overleaf](#)

Template \LaTeX pour Curriculum Vitæ utilisant les icônes Font Awesome et la police de caractère Adobe Source Sans Pro. YAAC Another Awesome CV a d'abord été créé comme un template simple pour CV à vocation technologique.

Unity Tensorflow Python

LUDI KID / PHYSISC FOR GAMES

github.com/darwiin/yaac-another-awesome-cv [Template sur Overleaf](#)

Template \LaTeX pour Curriculum Vitæ utilisant les icônes Font Awesome et la police de caractère Adobe Source Sans Pro. YAAC Another Awesome CV a d'abord été créé comme un template simple pour CV à vocation technologique.

Unity Tensorflow Python

INTERNSHIPS

June 2019 August 2019	AboutBlank, ISTANBUL, TURKEY, Architectural Intern <ul style="list-style-type: none">> Digitalization Process> Parametric Design <div>Grasshopper Rhinoceros Maya</div>
June 2017 August 2017	YDA Center, ANKARA, TURKEY, Construction Site Practice
June 2016 August 2016	Middle East Technical University, ANKARA, TURKEY, Practice in Construction and Surveying <ul style="list-style-type: none">> Model-Making> Surveying> Hands-On Construction

COMPETENCES

Programming Languages	C#, Python.
Libraries and Frameworks	Tensorflow, Processing.
Development Tools	Rider, Visual Studio, git.
Game Engines	Unity
3D Computer Graphics	Rhinoceros, Grasshopper, Maya, Revit
2D Computer Graphics	Adobe Illustrator, Adobe Photoshop, Adobe Premiere Pro
Office	\LaTeX , Office Pack (Word, Excel, PowerPoint).

</> LANGUAGES

Turkish	●	●	●	●	●
English	●	●	●	●	●
German	●	●	○	○	○

+ FIELDS OF INTEREST

- › Procedural Generation
- › Human-Computer Interaction
- › Computational Design
- › Generative Art