ELIF HILAL KORKUT

GAME DEVELOPER

Ankara, Turkey

elifh.korkut@gmail.com

Portfolio Github Linkedin

EDUCATION

- **Middle East Technical University**
  Graduate School of Informatics, Multimedia Informatics, Game Technologies
  Master of Science (M.Sc.)
  2020-2023
- **Blekinge Institute of Technology**
  Faculty of Computer Sciences, The Department of Technology and Aesthetics
  Erasmus Student
  2021-2022
- **Middle East Technical University**
  Faculty of Architecture, Department of Architecture
  Bachelor of Architecture (B.Arch)
  2014-2020

SKILLS

- **Programming Languages**
  C#
- **Libraries and Frameworks**
  FishNet, Photon, Netcode
- **Game Engines**
  Unity
- **3D Computer Graphics**
  Rhinoceros, Grasshopper, Revit
- **2D Computer Graphics**
  Adobe Illustrator, Adobe Photoshop, Adobe Premiere Pro
- **Cloud and Services**
  Playfab, Unity Cloud, Epic Online Services, Meta Horizon

LANGUAGES

- Turkish
- English

FIELDS OF INTEREST

- Immersive Technologies
- Procedural Generation
- Human-Computer Interaction
- Computational Design
- Generative Art

ABOUT ME

Experienced Game Developer with a Master's degree in Game Technologies and a foundation in architecture. Over five years of expertise in designing and developing innovative projects, with a strong focus on VR, XR, and multiplayer experiences. Skilled in bridging creative vision and technical expertise to craft immersive worlds and engaging gameplay.

WORK EXPERIENCE

2023 March-Current

GAME DEVELOPER

Nomad Monkey

- Led end-to-end development of **five published VR titles**, handling design, programming, and deployment.
- Implemented multiplayer functionalities using **Photon Fusion** and **Fishnet** combined with **Epic Game Online Services**.
- Developed cloud-based features for save data, IAP, leaderboards, and matchmaking, compatible with **Meta**, **Unity Cloud**, and **PlayFab**.
- Designed and implemented XR-specific mechanics.
- Optimized games for standalone experiences ensuring smooth VR and MR gameplay.
- Developed intricate AI systems.

PUBLICATIONS

- **Developing a Framework for Heterotopias as Discursive Playgrounds : A Comparative Analysis of Non-Immersive and Immersive Technologies**
  Virtual Reality 28, 16, Springer (2024)
- **Creating a Virtual Museum Framework for Immersive Reality Environments Through a Perspective From Heterotopia**
  Master of Science, Middle East Technical University, 2023.
- **Visualization in virtual reality : a systematic review**
  Virtual Reality 27, 1447–1480 (2023)
- **Sketch Recognition for Interactive Game Experiences Using Neural Networks**
  2021 Entertainment Computing – ICEC 2021.
  Lecture Notes in Computer Science(), vol 13056.

PARTICIPATION & AWARDS

2023

- **METU Graduate Thesis Awards | Award**
  The thesis titled "Creating a Virtual Museum Framework for Immersive Reality Environments Through a Perspective From Heterotopia" earned METU Graduate Thesis Awards.

2023

- **METU Informatics Institute Open Research Day | Award**
  The research titled "Developing a Framework for Heterotopias as Discursive Playgrounds : A Comparative Analysis of Non-Immersive and Immersive Technologies" earned Best Poster Award.

2021

- **International Conference on Entertainment Computing | Conference**
  The Paper " Sketch Recognition for Interactive Game Experiences Using Neural Networks" was presented.