Ege Yurtsever

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Education

- **Sabancı University** Istanbul, Turkey
  B.Sc. in Computer Science and Engineering *Sep 2022 – Jun 2026*
- **University of Bergen** Bergen, Norway
  Erasmus Exchange Student, Department of Informatics *Jan 2025 – Jun 2025*

Experience

- **Procter & Gamble** Istanbul, Turkey
  Information Technology & Data Engineer Intern *Jul 2025 - Present*
  - **Data Recovery Pipeline & ETL Suite**: Single-handedly designed and implemented an end-to-end data recovery pipeline to salvage 21 months of corrupted promotional data fragmented across company devices, building custom automated scanning, extraction, and ETL processes that now feed into Salesforce for ongoing cross-team analytics.
  - **Salesforce Ingestion Agent - Technical Oversight & System Overhaul**: Led technical oversight of an agency on stalled Salesforce development project; performed full codebase audit to identify and resolve architectural issues and bad practices, then built comprehensive logging/monitoring infrastructure with user/system failure distinction, delivering real-time performance analytics of the project for P&G Sales team.
  - **Data Engineering & Pipeline Modernization**: Owned data engineering across multiple projects, migrating diverse legacy architectures (e.g. Microsoft SQL systems) to Databricks and rescuing previously failed migration attempts; identified and refactored critical flaws in agency-built pipelines, rebuilding them as clean, dependency-minimized in-house solutions.
- **SUAV - Sabancı University UAV Team** Istanbul, Turkey
  Head of Mechatronics Engineering *2022 - Present*
  - **UAV System Development**: Designed, prototyped, and manufactured a fully original UAV system, leading all mechanical subsystems development.
  - **Competition Achievements**: Led the team to finalist stage at Teknofest 2024 & 2025, Turkey's leading technology and aerospace competition.

Projects

- **GPU-Accelerated Grass System for Unity (2024-2025)** [github.com/evesfect/grass-system]

  Developed a compute shader–based grass rendering system with GPU-driven blade generation, wind gust simulation, hierarchical culling, and custom editor painting tools. Implemented indirect instancing and an octree-style spatial culling structure, achieving 60,000+ blades at 60+ FPS on integrated GPUs (e.g. Intel Iris XE). Enhanced visuals and performance for dense placement over the Minionsart system.

- **Dynamic Terrain System for Unity (2025)** [github.com/evesfect/DynamicTerrainSystem]

  Built a high-performance terrain manipulation system allowing runtime or editor terrain changes by projecting mesh geometry onto Unity's terrain heightmap. Meshes do not need to be rendered in the main camera, leveraging an orthographic GPU capture and height-encoding shader, followed by GPU-to-heightmap transfer. The system preserves Unity's terrain LOD and culling, enabling real-time procedural terrain manipulation with near-zero performance cost.

Skills

- **Programming Languages**: C++, C#, Go, Python, Java, JavaScript, SQL
- **Engineering & Technologies**: Computer Networks, Compute Shaders, Game Engine/Tool Development, Unity, Unreal Engine 5, OpenMP, Distributed Systems, Docker, Databricks, Spark, Linux (Arch), OpenGL, Vulkan, GLSL, Ansys, Autodesk Fusion 360
- **Software Development**: Agile, Scrum, Backend Development, Full-Stack Development, Mobile App & Web Development