

İrem Gökçe Yıldırım

Software Engineer
Designer & User

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“action” “interaction” “creativity”

to make life more livable, more enjoyable for each person

EDUCATION

2012-08.2015

M.Sc., Game Technologies, Modeling and Simulation Dept.,
Middle East Technical University, TURKEY
CGPA 4.00/4.00



Thesis Title: Time Pressure as Video Game Design Element and Basic Need Satisfaction

2006-2011

B.Sc., Computer Engineering,
Middle East Technical University, TURKEY
CGPA 2.75/4.00



EXPERIENCE (Academic)

MSc & BSc

Psychology in Games, HCI, Model Based Test, Task Analysis, Heuristic Evaluation, Design Diaries, Journal Analysis, Virtual World Design Principles, 3DLE Design and Development, Game Aesthetics, Music and Sound Production for Games, Procedural Sound Design, Game Metrics, Game Development Pipeline, Computer Graphics, Database Management Systems, Interactive Multimedia Design

Usability, UX,
CogTool,
Macrostructures,
Archetypes, Visual
Elements and
Dynamics in Game
Design

EMPLOYMENT

06.2012 - 06.2014

Arçelik A.Ş., R&D Software Engineer,
Arçelik, Beko, Grundig Smart TV Applications & Appstore
Development & Data Analysis, Project Management Tool
Improvement



ruby on rails
javascript
html
css

07.2011 - 06.2012

ToDem Informatics, Software Specialist,
Web-based Medicine Catalog Development, Application
Development for Samsung Smart TVs



java
jsp
Samsung SDK

EXPERIENCE (Work)

08.2010 - 07.2011

Enocta, Software Developer (Part Time)
Race Game Design & Development for 4D Entertainment
Simulator Systems



unity 3D
javascript
c#

10.2010 - 07.2011

Minder, Software Designer & Developer
Brain Wave Based Concentration Enhancement and
Rehabilitation System (Graduation Project)



java
flash

07.2010

Simsoft, Software Developer Internship
Vehicle Simulation for İzmir Municipality



c++
NVIDIA PhysX
Library

08.2009

Modsimmer, Software Developer Internship
Massively Multiplayer Online Game Project



c++
c#

07.2009

Zibumi, Graphic & Game Designer Internship
“Fellow Sheep” Flash Game Project



flash
photoshop

LANGUAGES

Turkish, Native | **English**, Native

ACTIVITIES

Google CSI Workshop'14 Participant (METU), TURKEY

Design Thinking on a new class environment, (Google Class Group)

Google Solve for X'15 Participant (Bilkent University), TURKEY

Freelance Web Developer,

Personal Websites

<http://temamuh.com/> Company Website

METU Computer Club Board Member,

We have organized Programming Contests, online International Artificial Intelligence Contest and taught some basic design principles on Photoshop as being the head of Graphic Design and Animation Group (<http://cclub.metu.edu.tr/>)

2010-2012

METU Fine Arts Community (ODTU GST),

Traditional design works were created and presented in an exhibition in campus

2008-2009

Traditional and Digital Painter,

<http://sanveans.deviantart.com/>

Amateur Photographer,

<https://500px.com/iremgokceyildirim/>



Brainstorming,
collaboration,
appreciation of innovative ideas



organization,
sharing,
responsibility,
scheduling,
team work,



traditional design principles,
concentration, care,
inner peace

REFERENCES

Assoc. Prof. Dr. Hüseyin Hacıhabiboğlu,

Game Technologies, Modeling and Simulation, METU

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Assoc. Dr. Ahmet Uysal,

Department of Psychology, METU

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