

Emir Atik

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Profile

Flexible, initiative and enthusiastic project developer that explores various topics into technical fields, allowing for a more diverse range based around interests with a problem solving, a fast learner, and adept researcher who can overcome various issues, also an ambitious creator working on various projects, an effective communicator with different forms of presenting results, and takes a more analytical and observant approach to scenarios. Many of my developing projects involve graphics, AI, and software libraries, utilising in different tools with examples of projects involving interims of game engines, graph library, and a web platform.

Technical Skills

- Programming: C, C++, Java, Python, JavaScript, HTML, CSS, Bash, SQL, VBA
 - Procedural, Object Oriented
- Version Control Systems: SVN, Git, and Perforce
- Graphics: WebGL (Three.js & Physi.js), OpenGL (GLFW, SDL2, GLEW, GLM)
- Game development: collisions, logic, game rules, game/character behaviour, states, physics & calculus.
- Game Engines: Unity3d, Unreal 4
- Web: Bootstrap, SASS, Bulma, Node.js
- Projects: Portfolio, and a content sharing site
- Databases: Oracle, PostgreSQL, MongoDB
- Cyber Security: Kali Linux, Windows Server 2008
- Artificial Intelligence: Scikit-learn, Anaconda
- Linux: Ubuntu, Mint, Shell scripting
- Office: Word, Excel, PowerPoint

Education

Sep. 2014 – Jun. 2018:

BSc (Hons) Computer Graphics, Vision, and Games

Aberystwyth University, Aberystwyth, Ceredigion:

Modules:

- Y3: Computer Graphics and Games (WebGL), Computer Vision (Theoretical, OpenCV Python), Machine Learning (Theory, Weka), Internet Services Administration (VMWare Windows Server and Linux Mint), Major Project (Space Rover Simulator)
- Y2: Program Design, Data Structures, and Algorithms (Java ADT), Software Engineering (Java Core, JUnit), C/C++ and Environments (Sockets/ASIO Boost), Applied Graphics (Image Processing, Video Editing, GIMP, Blender), Artificial Intelligence (Java), Modelling Persistent Data (PostgreSQL)
- Y1: Introduction to Programming (Arduino C), Hardware, Operating Systems and UNIX Tools (Shell scripting), Problems and Solutions (C, Search and sort algorithms), Programming Using an Object-Oriented Language (Java 8), Web Development Tools (WordPress, HTML, CSS, Javascript), Communications and Telematics (Oscilloscopes, Wireshark)

2009-2013:

High School Diploma

Oasis International School Ankara, Turkey

Relevant Modules:

- Computer Animation: 3D modelling, texture wrapping, and animation using Blender.
- Computer Graphic Design: 2D vector geometries and fonts for company logos and webpage interfaces for the school using Inkscape and Scribus for layouts.

Online Learning

EdX:

Advanced Computer Graphics (UC San Diego) (Pending)

Deep Learning in the GPU (IBM) (Pending)

Work Experience

01 Feb 2019 – 01 Apr 2019

Game Developer Work Experience Programme

Round Square Studios, Glyndwr University, Wrexham

- Voluntary work to gain some development and work knowledge for some graphics or gaming industry.
- Project involved creating a prototype twin-stick shooter. Managed to successfully rewrite the character movement to match the player's cursor on the map.

10-14 Sept 2018

Graphic Designer for the Careers Service

Aberystwyth University Careers Service

- Created a new banner print for Aberystwyth's GO Wales representatives as part of a voluntary work.
- Modelled the illustration in Inkscape to improve experimentation and creativity.
- I was also communicating with client to correct the few finishing touches, after explaining what I have managed and waiting for any changes that was asked.

Feb 2018

Demonstrator for Graphics practical.

Aberystwyth University

- Advised and assisted 2nd year students in image processing in practical using GIMP.
- Whilst there were some difficulty putting effort into answering more complicating questions, communication skills were developed and I was able to describe the contents or help beginners navigate the software.

Personal Interests

Activities: Socialising with new people, independent projects, additional learning.

Hobbies: Animation, Gaming, Reading articles/books/magazines, Music

Research: Computer Hardware, Artificial Intelligence, Games

Sports: Kickboxing, Archery, Snowboarding.

References available on request