

## EDUCATIONS & SKILLS

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<b>Game and Application Academy Scholar</b> <i>Google Game and Application Academy</i>	Dec 2022-Jul 2023
<b>Bachelor of Civil Engineering</b> <i>Gazi University, Ankara</i>	2015-2022

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*Software*      UNITY, C#, C++, MATLAB, PYTHON AUTOCAD, SAP2000

*Soft Skills*      GAME DEVELOPMENT, GAME DESIGN, PROJECT MANAGEMENT, BILL OF QUANTITIES  
AGILE PROJECT MANAGEMENT, ENGINEERING SURVEYING

## EXPERIENCES

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**Unity Developer** Jan 2025-Present  
*TURK AI*

Owned end-to-end development of the “Synthetic Visual Data Generation for AI Training” project after completing multidisciplinary technical training. Created realistic 3D environments in Unity to produce synthetic video data for training computer vision models. Focused on performance optimization (terrain generation, shader tuning, post-processing) and developed custom Unity and Python tools for automated data generation, stream synchronization, and efficient output handling

**Unity Developer** Oct 2022 Dec 2022  
*Adeline Games*

Built a strong understanding of clean code practices and scalable game architecture. Participated in the development of four projects, including one small and three medium-scale games, contributing to various aspects such as game play mechanics, UI, and performance optimization.

## PROJECTS

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**Synthetic Visual Data Generation for AI Training** 2025-2025  
Designed realistic virtual scenarios within the Unity engine to support computer vision model training. Utilized freely available assets from online sources to create diverse and dynamic 3D environments. The synthetic scenes were tailored to simulate real-world conditions, enabling the generation of annotated datasets for object detection and visual recognition tasks. This project aimed to improve AI models' performance in environments where real data collection is limited or costly.

**Two And Three-Dimensional Mesh Generation** 2019-2020  
Developed a MATLAB-based application to generate both two- and three-dimensional meshes utilizing the Delaunay triangulation criterion. The code supports efficient mesh generation suitable for finite element analysis, computational fluid dynamics, and other simulation-based applications.

**Modeling Of Aggregate Distribution In Concrete Cross Section** 2017-2018  
Simulated the distribution of aggregates in a concrete cross-section using MATLAB to analyze spatial variability and material uniformity.

## CERTIFICATIONS

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<b>Procedural Terrain Generation with Unity</b> <i>Pete Jepsen (Udemy)</i>	Feb 2025
<b>Unity Environment Design</b> <i>Penny de Byl, Penny Holistic3D (Udemy)</i>	Jan 2025
<b>Game and Application Academy Graduation Certificate</b> <i>Google Game and Application Academy</i>	Aug 2023
<b>Game and Application Academy Game Jam Participation Certificate</b> <i>Google Game and Application Academy</i>	Apr 2023
<b>Graduation Project: Project Management in the Real World To apply</b> <i>Coursera</i>	July 2023
<b>Agile Project Management</b> <i>Coursera</i>	June 2023
<b>Executing the Project: Bringing the Project to Life</b> <i>Coursera</i>	May 2023
<b>Project Planning: Bringing Everything Together</b> <i>Coursera</i>	Apr 2023
<b>Starting the Project: Stepping into the Project Successfully</b> <i>Coursera</i>	Mar 2023
<b>Project Management Fundamentals</b> <i>Coursera</i>	Jan 2023

## REFERENCES

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