

## FERDI UGUR ONGEN

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### SUMMARY

As an alumnus of Bilkent University, department of Computer Technology and Information Systems I am researching and developing Augmented Reality projects.

### QUALIFICATIONS

Capable of working independently with perfect quality.

Outstanding individual contributor and team player.

Have a desire to continuously improve new skills.

Strategic and analytical thinker.

Motivated not to do the best of what is done, but internally motivated to do what is undone.

Understands the importance of teamwork and strives to do to the best on behalf of his team.

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### EDUCATION

**Antalya Ticaret Borsası Vocational High School**

Information Systems(Database and Programming)

**2009 - 2013**

**Bilkent University School of Applied Technology & Management**

BSc, Computer Technology and Information Systems(50% Scholarship)

**2014 -2020**

### RELEVANT EXPERIENCE

**Short Term Intern, NETAŞ**

**June 2018-Aug 2018**

- Worked on a personal Twitter Clone Project(Front-end) by using React.js and successfully completed.

**Long Term Intern, BITES DEFENCE & AEROSPACE****Feb 2019 - June 2019****Project: Amphibious Vehicle Promotion Project**

- As a team of two developer, Military Vehicle Demonstration project was successfully made for one of Turkey's leading defence companies.
- All the details which are required to demonstrate the vehicle developed in Unity3D environment.(Technical Specifications, Mission Related Specifications, Armament Systems, Protection Systems, Hatches etc.)
- Augmented Reality mode has been added to this project in order to enrich the visualization, facilitate the demonstration of vehicle and make it interesting for the customers.

**Software Developer, BITES DEFENCE & AEROSPACE****June 2019 - Oct 2020****Project: Augmented Reality based Editor**

- Implemented a mechanism so that model file formats(.obj and.fbx) and image file formats(jpeg, png, gif, bmp) can be successfully uploaded to the editor for later use
- 3D Creation Environment required for the editor has been designed (space area with X, Y, Z coordinates, editor tab where pivot points can be determined).

**Project: Augmented Reality based Aviation Project**

- "Spectator view" mode for the aviation project is implemented. Thus, when using the application images seen by the user using HoloLens glasses were transferred to a screen with the "spectator view" mode, allowing the process to be viewed from the outside.

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**EXTRACURRICULAR ACTIVITIES****Complete Unity 3D Developer Course****Dec 2018**

- Completed a course that includes basics of Unity, 3D development environment of Unity, and some projects that are built by using these concepts.

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**CERTIFICATE OF ACHIEVEMENTS**

- 2017 - 2018 Fall Honour Student
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## AWARDS

- Intersteno 2012 Global Internet Keyboarding Competition(Juniors Category: 17 – 20 years old - Mother tongue) - World Ranking: 8th(strokes per minute: 552)
- Intersteno 2013 Turkey Internet Keyboarding Competition(Juniors Category: 17 – 20 years old - Mother tongue) - Turkey Ranking: 1st(strokes per minute: 546)

**Ranking and detailed information:** [www.intersteno.org](http://www.intersteno.org) - [www.interstenoturk.com](http://www.interstenoturk.com)

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## GRADUATION PROJECT

### Augmented War

Augmented war is a turn based augmented reality based war game in which two teams(Blue and Red team) can have a war on an augmented reality generated battlefield. There are limited number of movements and bullets for each turn for each team. For every turn they will try to defeat the other team by moving their tanks to specific locations and try to shoot their enemies. If a team loses all its tanks on the battlefield, they will lose the game.

- Implemented a user interface.
- Developed an augmented reality based playground.(Vuforia with Unity is used)
- Developed a turn-based game system.
- Generated a random spawn points for the tanks on the map.
- Implemented collider collisions for firing effects.
- Added a path tracking ability for tanks to navigate to the marked area on the map.

### Link for project video:

<https://www.youtube.com/watch?v=7ccAkAs6oRQ>

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## LANGUAGE

Turkish - Native    English - Professional working proficiency

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## REFERENCES

**İbrahim Özçelik** - AR & VR Developer at BITES Defence & Aerospace

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**Sabri Muratcan Öngen** - AR & VR Team Leader at BITES Defence & Aerospace

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