

REMZI YAGIZ MUNGAN

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RESEARCH INTERESTS

Videogame and videogame-based art installation design and development.

EDUCATION

Purdue University, West Lafayette, IN

MFA in Electronic and Time-Based Art

Expected Graduation: May 2013

Chalmers University of Technology, Gothenburg, Sweden

MSc in Integrated Electronic System Design

June 2010

Sabanci University, Istanbul, Turkey

BSc in Electronics Engineering with Physics Minor

June 2008

RELATED PROJECTS

(more information can be found on my website)

- *Additive Synthesizer*
 - Additive synthesizer app, developed for BlackBerry PlayBook in Adobe AIR.
- *StarCraft II: Form, Space and Order*
 - Set of StarCraft II maps designed with respect to categories of 'spatial organizations' from Francis. D. K. Ching.
 - Individual project: Concept and level design in StarCraft II map editor.
- *Ghost in Fallout*
 - Ghost in the Shell inspired Fallout 3 story created in G.E.C.K. in progress.
 - Individual project: Story design and level design.
- *Experience Accelerator*
 - Research Assistant for 1.5 years in Purdue Serious Games Centre, funded by DAU.

- Main responsibilities: Development in ActionScript3, asset creation, GUI/level design.
- *Ad Infinitum*³
 - Collaborative project. Multiplayer videogame-based interactive theatre piece.
 - Performed in Prague Quadrennial of Performance Design and Space 2011.
 - Main responsibilities: Game design and development, level/scene design, character design.
- *The Castle of Asterion*
 - Sonic maze created in Unity3D.
 - Virtual art installation submitted to ISEA 2012.
 - Individual project: Responsible for everything including game design, musical composition, development and assets creation.
- *Virtual Experimental Audio Environment*
 - Investigates the relation between sound and architecture.
 - Virtual art installation submitted to ISEA 2012.
 - Individual project: Responsible for everything including game design, development and assets creation.
- *Instrument*
 - Videogame-based audiovisual musical instrument. Single-player version developed. Multi-player version designed.
 - Individual project: Concept and level design.
- *Unity3D – Max/MSP/Jitter Workshop*
 - Workshop given as a part of AD417: Computer Games class.
 - Gives basic ideas on how to use Max-Unity3D Interoperability Toolkit.
- *Algorithmic Composition*
 - Development of a genetic algorithm for musical composition.
 - Software implementation in MATLAB.

SKILLS

- Programming: C++, ActionScript, JavaScript, MATLAB, TASM Assembly Language, C# (basic)
- Gaming: Unity3D, Flash, AIR, StarCraft II Editor, GECK, Blender (basic), UDK (basic)
- Asset Creation: Adobe Master's Suite (including Photoshop, Illustrator, Flash), Max 3Ds, Google SketchUp
- Other: Planescape: Torment, Fallout, Baldur's Gate experience, musical composition, Cubase, sound design, playing guitar, 13 years of dungeon/game master experience, web design