



F. BETÜL GÜREŞ

Interdisciplinary Researcher
with experience in *creative thinking*
& *rapid prototyping* in gaming and XR

- Turkish and Romanian (EU) Citizen
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EDUCATION

Boğaziçi University,
MSc Software Engineering
Istanbul-Turkey, 2020 - 2022

Istanbul Technical University,
MSc Game and Interaction Tech.
Istanbul-Turkey, 2019 - 2021

Bilkent University,
BArch Bachelor of Architecture
Ankara-Turkey, 2014 - 2018

Anadolu University, MBA
Entrepreneurship and Innovation,
2020 - 2021

High School A. Papiu Ilarian,
Mathematics and Informatics
Targu Mures-Romania, 2010-2014

SKILLS

Programming

C#	Unity
Git	SQL
Python	Django
Java	Pascal
HTML	CSS
AWS	Heroku

Design Software

Blender	Photoshop
ProBuilder	Illustrator
3Ds Max	Autocad
Revit	VRay
Rhino	Grasshopper
Sketchup	AdobeXD

PhD Candidate and Doctoral Assistant at EPFL- ETHZ JDPLS (Joint Doctoral Program in Learning Sciences) Machine Learning for Education Laboratory

September 2023- ongoing

My research centers on integrating machine learning to elevate learning outcomes in educational games and immersive environments, which I design and develop.

WORKING EXPERIENCE

Research Associate, TU Ilmenau, Ilmenau, Germany

February 2023- July 2023 Full Time

Department: *Economic Sciences and Media*

Institute: *Media and Communication Science*

Group: *Virtual Worlds and Digital Games*

Project: *Multiparty Augmented Reality Telepresence System*

VR Game Developer (+Designer), VRLab Academy, Turkey

August 2022- November 2022, Full Time

I have developed science experiments for VR Laboratories

- Been part of the development team, following agile software development principles and version control good practices
- Collaborated with the science team to develop serious games and accurate scientific experiments, with a realistic outcome
- Helped the design team switch to an 80% faster production pipeline, through the usage of automation tools and artificial intelligence
- Researched, proposed and developed more intuitive mechanics for an inclusive UX, identifying the target audience

Game Developer (+Designer), Roofstacks, Turkey

February 2022- July 2022, Full Time

I have created rapid hypercasual games as a solo developer within two weeks using MVC (Model-View-Controller) architectural pattern

- Helped the design team by proposing successful game ideas and new game mechanics

XR Creative Technologist, Numena GmbH, Germany

September 2020- September 2021, Full Time

I worked at an interdisciplinary design studio designing & coding physical and virtual spaces, experiences and tools

XR PROJECTS

XR Bootcamp, Skill-to-job-ready educational program in XR

August 2022- December 2022

- Chosen among 15 scholars out of 400 + applicants, I graduated with High Honors successfully delivering all coursework, prototypes and MVP's including: a VR tool for creating 3D art with geometric shapes, a passthrough bowling game, a language learning game developed for Pearson and a VR rhythm game, generating game objects in sync with soundtrack's midi file, using Oculus SDK, XR interaction toolkit

Tübitak Scientific & Technological Research Council Turkey, 2021

funded my ITU thesis research, where I developed and tested a VR cardboard application for the reduction of dental anxiety in children

AURA (Architecture & Urban Research Academy) Istanbul, 2019

I designed and developed a VR Farmer game in the historic green belt of Istanbul to preserve cultural heritage & urban sustainability

PUBLICATIONS

Güreş F.B., Ince G. (2021)
VR Application for Relieving the Pain of Child Dental Patients,
Game + Design Education. Springer Series in Design and Innovation

Pudcad Universal Design Conference- Game and Education, 2020

ITU Thesis Project:

Reduction of dental anxiety in children using virtual reality (2021), *Thesis Advisor: Assoc. Prof. Dr. Gökhan Ince*

RESEARCH

VR for Smart Cities and IOT
Boğaziçi University SWE 578

VR for Serious Games and Aviation Simulators
Ist. Tech. University GAME 501

LANGUAGES

Turkish ● ● ● ● ●
C2-native

Romanian ● ● ● ● ●
C2-native

English ● ● ● ● ●
C1-advanced

German ● ● ● ● ●
C1-advanced

French ● ● ● ● ●
B2-upper interm.

REFERENCES

Gökhan Ince, Assoc. Prof.
Istanbul Technical University,
Computer Engineering Dep.
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TEACHING EXPERIENCE

Instructor, Digital Game Design Dep. Bilgi University, Turkey

February 2021- February 2023, Part Time

I designed and delivered curriculum, prepared Unity games and in-class assignments, assessed student work; Taught students game design and development tools and how to write GDD and WDD (game/world design documents). Instructed following courses:

- GAME 106 *Game Development I: 2D games, game design, Unity*
- GAME 206 *Level Design: Level design prototyping, modeling, Blender*
- GAME 201 *Game Development II: 3D games, FPS, Unity*
- GAME 305 *Game and Narrative: narrative design, world-building*

NOTABLE MENTIONS

XR Bootcamp Scholarship, Beyond Inclusion

Skill-to-job-ready educational program in XR, 2022

Generation Google Scholarship, Women in gaming EMEA

Scholarship was awarded based on the impact on diversity, demonstrated leadership, and academic background, 2021

Tübitak Scholarship

The Scientific & Technological Research Council of Turkey funded my thesis research offering financial support for 18 months, 2021

MIT Media Lab Course Scholarship

Experiments in AI-Generated Media, Deepfakes for good, 2021

Google Get Ahead Participant

An invite only summer Python development program, 2021

Winner of Oyna Öğren Game Competition

hygiene teaching serious game design for children, 2020

Finalist of Kod Ödülleri Game Competition

Educational game was chosen as finalist among 300 entries, 2020

Women In Games Turkey

Special award for VR app idea, 2021

WIGI- Women in Games International

Career Mentorship Program for women in game industry, 2022

Art Hackathon

AR board game design, exhibited UNIQ Expo Istanbul, 2021

Istanbul XR Art Residency

Multiplayer VR singing in audio responsive environment, 2022

CATS (Creativity, Art, Tech, Science)

Mentor at the creativity and game conference for kids, 2021

Indieway speaker

Games for Social Impact, case studies, 2021

Career in Game Industry Panel

Speaker, Beykent University, 2021

After Effects Generative Nebulae Webinar

Experimented and created generative art, 2022

Illusor Webinars

Parametric Design Workshops using Houdini, 2022

Digital Futures Agency Across Realities Webinars

Philosophy, Science and Implementation of Virtual Worlds, 2022

GGJ 2019 + AirConsole Game Competition

Participant, a multiplayer Airconsole game repairing robots, 2019