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

💼 WORKING EXPERIENCE

Research Associate, TU Ilmenau, Ilmenau, Germany
February 2023- ongoing, Full Time
Department: *Economic Sciences and Media*
Institute: *Media and Communication Science*
Group: *Virtual Worlds and Digital Games*
Project: *Multiparty Augmented Reality Telepresence System*
• I am working on a cutting-edge project focused on collaborative telepresence systems in AR with realistic avatars
• Our aim is to create a cross-platform solution that will work with various MR/AR headsets, allowing for seamless collaboration and communication in virtual environments

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
• Created an *AR experience* for Franziskaner Museum, Germany contributing at all phases of the project, from game design to development, including UI Design, 3D Modelling, UV Unwrapping, mini game prototyping and AR programming (using Vuforia SDK)
• Designed a real world architectural project, and the corresponding VR Digital Twin, with special transition experiences between the virtual and real space, that was successfully sold to the customer

🖥 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 rythm 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., İnce 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.
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Computer Engineering Dep.
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Co-Founder of NUMENA
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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, assed 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

Illussor 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