

# Beyza Hilal Durak



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## EXPERIENCE

### Takipsan

Remote iOS Developer

Aralık 2019 - Ongoing

### Mobuy

Remote iOS Developer

Mart 2018 - Ongoing

### Indas Industrial Automation Systems

IT - Internship

August 2013 (1 Month)

### Veri Bilişim

Software Development - Internship

June 2014 (1 Month)

## SKILLS

### Programming Languages

Swift, C#, C, Java, Matlab,  
Visual Basic

### Web

ASP.NET, HTML, PHP,  
JavaScript

### Methodology

Object Oriented, MVC, UML,  
XML-XSLT

### Others

Arduino, OpenGL

### Programs

Unity, XCode, Visual Studio,  
Android Studio, PhotoShop

### Database

SQL, MySQL

### Operating Systems

Mac OS, Windows Server 2012,  
Windows, Linux

## PROJECTS

### Message of Universe

I have developed this game using Unity-C# in Global Game Jam 2018. Please visit the following link for gameplay video and more information.

[www.beyzahilaldurak.com/messageofuniverse](http://www.beyzahilaldurak.com/messageofuniverse)

### Don't Break The Chain

I have developed this app with Swift programming language for iOS devices. App Store:

[itunes.apple.com/tr/app/zinciri-kırma/id1288252605?l=tr&mt=8](https://itunes.apple.com/tr/app/zinciri-kırma/id1288252605?l=tr&mt=8)

### Gyroship

I have developed this game using Unity-C#. In the game, the player controls a spaceship by using phone's gyroscope.

App Store:

[itunes.apple.com/tr/app/gyroship/id1236505092?mt=8](https://itunes.apple.com/tr/app/gyroship/id1236505092?mt=8)

### Balance of Particles

I have developed this virtual reality game using Unity-C# in Global Game Jam 2017. Please visit the following link for gameplay video and more information.

[www.beyzahilaldurak.com/ggj17](http://www.beyzahilaldurak.com/ggj17)

### HeyO

I have developed this game using Unity-C# in a local game jam. Please visit the following link for gameplay video and more information.

[www.beyzahilaldurak.com/heyo](http://www.beyzahilaldurak.com/heyo)

### Harmonic Fish

I have developed this game using Unity-C# in a local game jam which organized ATOM-ODTU in Ankara / Turkey. Please visit the following link for gameplay video and more information.

[www.beyzahilaldurak.com/atomjam](http://www.beyzahilaldurak.com/atomjam)

### To Be A Time Traveller

I have developed this FPS game using Unity-C#. The game is related to the life of a time traveler. The beginning level exists for now. Please visit the following link for gameplay video and more information.

[www.youtube.com/watch?v=RvVDg8GTRH4](http://www.youtube.com/watch?v=RvVDg8GTRH4)

### Wizard's Chess (The Chessboard Controls Voice Command by Android Devices):

I developed this project as a bachelor's thesis at Dokuz Eylul University. The aim of the project is to control the movement of the chessman on the chessboard by voice command. This project includes 3 part.

- An android application is developed to taking voice commands from a player. I have developed this app with Eclipse-Java. I have used the Android Speech Recognizer for pick up the voice commands.
- A computer program is developed to interpret to taken voice command, check whatever is suitable for chess rules and calculate movement command and send to the chessboard. I have developed this program with Eclipse-Java. I have used socket programming for communication between the android app and the computer program.
- A chessboard was created specifically. I have used 2 step motors and an electromagnet to move the chessman. The movement command is calculated by the computer program and sent to the chessboard by Arduino. I have designed an electronic circuit to control step motors and electromagnet.

# CONFERENCES AND SEMINARS

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## Gamification Hackathon

**GamFed Türkiye** (21.09.2018 - 23.09.2018)

## Oyun Sektörü Seminer Maratonu

**GameX 2018 / Oyunder** (07.09.2018)

## Yapay Zeka ve Görüntü İşleme Günleri

**Ankara Üniversitesi** (29.04.2017)

## GIST - Geliştirici Konferansı (VR)

**Gaming İstanbul** (01.02.2017)

## The 22% Project

**Gram Games** (09.12.2016)

## AR/VR ve Oyunlaştırma Dünyasında Son Gelişmeler

**GameX 2016 / Oyunder** (03.12.2016)

## GDG DevFest Spring '16

**GDG İzmir** (27.11.2016)

## Kriptoloji ve TersKod Mühendisliği

**2016 Linux Yaz Kampı – LKD** (05.08.2016 - 20.08.2016)

## 2016 Global Game Jam

**Korino** (29.01.2016 - 31.01.2016)

## Türkiye İnovasyon Haftası İzmir 2015

**Türkiye İhracatçılar Meclisi** (19.03.2015 - 20.03.2015)

## Hack'n Break

**Open Campus** (01.09.2018 - 09.09.2018)

## Women In Games Büyük Buluşma

**Women In Games / Oyunder** (17.01.2018)

## GIST Seminerleri

**Gaming İstanbul** (02.02.2017 - 04.02.2017)

## 2017 Global Game Jam

**Bahçeşehir @BUG** (20.01.2017 - 22.01.2017)

## Woman in Games

**GameX 2016 / Oyunder** (02.12.2016)

## Oyun Prototipleme Atölyesi

**GameX 2016 / Oyunder** (03.12.2016)

## Hack'n Break

**IYTE** (20.08.2016 - 27.08.2016)

## 48 Saatlik Oyun Geliştirme Maratonu

**ATOM** (29.04.2016 - 01.05.2016)

## Mini Maker Faire

**Santral İstanbul** (10.10.2015)

## 2.Girişimcilik Kampı

**Tubitak - Martek** (07.09.2014 - 12.09.2014)

## EDUCATION

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### M.Sc. in Computer Engineering

**Izmir University of Economics**

February 2019 - ...

### B.Sc. in Computer Engineering

**Dokuz Eylül University**

September 2010 - June 2015

## REFERENCES

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### Asst. Prof. Gazihan ALANKUŞ

**Izmir University of Economics**

**Head, Mechatronics Engineering**

*gazihan.alankus@ieu.edu.tr*

### Asst. Prof. Kökten Ulaş BİRANT

**Dokuz Eylül University**

**Computer Engineering**

*ulas@cs.deu.edu.tr*

## INTERESTS

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Gaming

Scientific Books

Sci-fi Movies

Space

Chess