

Ilayda Bozkurt | XR Developer | Technical Artist

XR Developer with an architecture background creating amazing immersive experiences with a user-first approach to design. Always looking to produce high quality work with a talented team.

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Experience

Production Specialist / VR Developer | CyArk - Oakland, CA

2018

Sep -

- Transforming CyArk's 3D data sets into immersive experiences (VR, AR) and engaging online content
- Creating templates and tools in Unity3D for the production team to edit and expand the project wherever needed.
- Producing high-resolution 3D environments for web and Virtual Reality using photogrammetry and scan (Lidar) data.

VR Developer Intern | CyArk - Oakland, CA

2018

Jul - Aug

- Creating internal demo applications for Oculus Go, Oculus Rift, and ArCore to exhibit existing 3D data sets from historical sites.
- Working with scan and photogrammetry data to create high-quality 3D models.

Technical Artist | Stronghold Studio - San Francisco, CA

2017

May - Sep

- Working with Norman Rockwell Museum to create interactive environments for Gear VR.
- Prototyping object interactions to create an experience that every user from all ages can understand.
- Responsible for modeling, rigging, animating and transferring the object to the game engine according to the needs of the project.

Projects

VR Developer | Asymmetric Local Multiplayer VR Game Prototype - San Francisco, CA

2018

Feb - May

- Creating the multiplayer features between VR and PC player
- Responsible for the game systems such as enemy, health and game managers using C# in Unity.
- Designing the UX for asymmetrical gameplay.

VR Developer | Spiders Everywhere - San Francisco, CA

2016 -18

Aug -Sep

- Prototyping and researching to create an intuitive control scheme
- Writing and implementing the code for the enemy system, health system and game manager using C#
- Implementing the game to different platforms (Oculus Rift, Gear VR, Microsoft Mixed Reality(WIP))
- Designing a world space UX for Virtual Reality

VR Prototyper | Hoops, Cross-platform Online Multiplayer VR Game Prototype - San Francisco, CA

2016

Mar - May

- Creating multiplayer in Unity Photon with C#
- Implementing the multiplayer functionality for Vive and Oculus Rift
- Creating world space UI for multiplayer game
- Working closely with the artists to make sure the assets are optimized for the experience

Skills

Scripting
Prototyping
VR / AR Experience Design
HLSL / GLSL
Level Design
3D Animation
Photogrammetry

Software

Unity 3D - C#
Unreal
Maya
Reality Capture
Cyclone
Autocad
Sketch Up

Languages

English
Turkish

Education

CS50 Introduction to Computer Science | HarvardX, EdX - San Francisco, CA

2018-

MFA - 3D Animation / Game Development | Academy Of Art University - San Francisco, CA

2015-18

Itinerant Masters Degree - Archeology and Museum Design | Villa Adriana Academy - Rome, Italy

2013-15

BS - Architecture | Istanbul Technical University - Istanbul, Turkey

2010-14