

Izge Bayyurt

Software Engineer

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Education

COLBY COLLEGE

Bachelor of Arts in Computer Science, GPA: 3.6

Davis UWC Scholar

WATERVILLE, ME

Aug. 2018 - May 2022

Skills

PROFICIENT: Python, Java, JavaScript, JSON, NumPy, C#, Unity

FAMILIAR: C++, NodeJS, AWS DynamoDB / CloudWatch / CloudFormation, Docker

Relevant Experience

Pocket Gems

Software Engineer

SAN FRANCISCO, CA
July 2022 - August 2022

- Designed a new code structure to give flexibility to our JavaScript API writing pipeline.
- Implemented in-game chat muting functionality via SendBird Chat API.
- Utilized AWS pipeline with tools such as DynamoDB and CloudFormation to deploy live game services and Sentry to fix live issues.

Colby INSITE Lab

Research Fellow

WATERVILLE, ME
June 2021 - July 2022

- Led the development of virtual reality (VR) projects under professor Stacy A. Doore.
- Pioneered a 9x9x9 playable chessboard in VR. Designed it in Blender and programmed in Unity using C#.
- Developed a state-of-the-art offshore wind turbine farm simulation in VR.
- Coauthoring the wind turbine research paper with Stacy A. Doore and Alison W. Bates.
- Mentored new students by teaching them SteamVR, Blender, Unity, and C#.

MeetinVR

Software Engineer Intern

COPENHAGEN, DENMARK
October 2021 - February 2022

- Enhanced the meeting workflow via crafting new features in Unity.
- Redesigned the sticky notes to allow custom images to be used as background.
- Consulted with our partner companies who requested custom made meeting rooms.

Projects

Marblz

Lead Designer & Developer

LEWISTON, ME
February 2019 - Ongoing

[izgebayyurt.github.io/portfolio/marblz](https://github.com/izgebayyurt/portfolio/marblz)

- Designed and developed a mobile arcade game as part of Bowdoin Hackathon, and earned 2nd place award.
- Created the graphics using Photoshop and programmed the game logic in Unity.
- Currently revamping the game art to publish it on app stores.

Soviet Scoot

Lead Developer

WATERVILLE, ME
January 2020

github.com/maxtheaxe/soviet-scoot

- Managed the programming team that built a 2D side-scroller game.
- Simplified the game art creating process for faster development cycles.

Consonance

Developer

AMHERST, MA
November 2018

hackumass-vi-projects.hackumass.com/projects/72-consonance

- Developed an Android app that shows what people around you are listening to.
- Integrated Spotify API into the app.