

# Mert Ülker

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Born 24.02.1996, Istanbul



Software engineer with over six years of professional experience in Unity development, specializing in game development and XR technologies. Passionate about creating engaging, high-quality games as well as immersive applications and serious games for AR/VR platforms. Adept at collaborating in cross-disciplinary teams, leading development efforts, and delivering results independently through efficient project management.

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## EDUCATION

04/2020 - 07/2023

### **M.Sc. Informatics: Games Engineering**

Technical University of Munich, Munich, Germany

- Overall GPA: 1.7/4.0
- ERASMUS: Polytechnic University of Catalonia, Barcelona, Spain
- Lines of Specialization: "Computer Graphics and Animation", "Interaction and Communication"
- Master's Thesis: *Impact of Immersion and Presence on Learning during Virtual Training Processes* (Grade: 1.0/4.0)

10/2015 - 02/2020

### **B.Sc. Informatics: Games Engineering**

Technical University of Munich, Munich, Germany

- Overall GPA: 2.4/4.0
- Selected Coursework: "Social Gaming", "Game Physics", "Game Engine Design", "Deep Learning in Computer Graphics", "Usability, User Modelling and Software Ergonomics"
- Bachelor's Thesis: *Closed Loop Generative Design Recommender System for Clothing* (Grade: 1.3/4.0)

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## WORK EXPERIENCE

10/2023 - present

### **Freelance Unity Developer**

Munich, Germany | Remote

- Designed and implemented application software using Unity with focus on mobile platforms and VR.
- Realized solutions to remotely host applications during trade fairs.
- Prepared documentations for customers and future developers.

10/2018 - 10/2023

### **Working Student XR Software Developer**

Siemens, Munich, Germany | Hybrid

- Implemented XR applications and serious games using Unity, specialized for digitalization, simulation and training.
- Refactored past projects for performance optimization and lifetime extension, and ported them for additional platforms.
- Contributed to definition of project functional requirements, milestones and deadlines.
- Trained students on modelling tasks relevant to Unity/Blender workflow and adopted coding conventions for the team.

10/2020 - 03/2021

### **Part-Time Game Developer**

Gybe Games, Istanbul, Turkey | Remote

- Developed hyper-casual mobile games using Unity in collaboration with artists, games designer and producers.
- Created modular components focused on mesh manipulation for future games.
- Improved development pipeline by adopting and enforcing version control conventions.

## PROJECTS

01/2024 - 04/2024

### Switchgear Health Monitoring

Freelance, Munich, Germany

- WebGL health monitoring tool made for Hannover Messe, enabling visualization and interaction with live simulation data communicated through REST API on mobile platforms.
- Core Skills: Unity, Blender, AWS (S3, CloudFront)

03/2021 - 07/2021

### Flee Fi Fo From

Technical University of Munich, Munich, Germany

- Turn-based local/online multiplayer digital board game for desktop platforms, allowing network connection through remote server.
- Core Skills: Unity, Unity Multiplayer Networking (MLAPI), AWS (EC2)

11/2020 - 02/2021

### Color Run

Cybe Games, Istanbul, Turkey

- Mobile hyper-casual game developed in collaboration with in-house artists, emphasizing the target aesthetic through procedurally generated levels.
- Core Skills: Unity, Blender

04/2020 - 11/2020

### Virtual Simulation Lab

Siemens, Munich, Germany

- Cross-platform (AR/VR/Desktop) network application hosting a virtual lab with real-time collaboration for demonstrators focused on simulation and digital twin technology.
- Core Skills: Unity, AR Foundation, Steam VR, Unity Multiplayer Networking (Mirror), AWS (EC2)

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## IT SKILLS

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Unity, C#, Oculus SDK, Unity Multiplayer Networking (NGO), Git

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AR Foundation, Steam VR, Java, Python, .NET, Visual Studio

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Blender, Unity Shader Graph, C++, LaTeX

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AWS (EC2, S3, CloudFront), OpenCV

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HLSL, GLSL, C, Qt, Unity WebRTC, Figma, TensorFlow, SQL

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## AWARDS

07/2022

### Siemens Simcenter Hackathon

#### Winning Team

DFAX AR

12/2020

### Unity Awards

#### Best Project in Automotive, Transportation and Manufacturing

Virtual Simulation Lab

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## LANGUAGE SKILLS

Turkish (C2), English (C2), German (B2), Spanish (A1)

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## HOBBIES

Skateboarding, Tattooing, Guitar, Video Games



Munich, 16/11/2024