



İnan Evin

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WORK EXPERIENCE

Student Research Assistant

Aalto University [14/10/2019 – Current]

Address: Espoo (Finland)

- Published "3PP-R: Enabling Natural Movement in 3rd Person Virtual Reality" in CHI PLAY 2020 as the first author. (Conference on 4th of November, 2020)
- Researching procedural content generation and 3d animation programming in games.
- Developing novel solutions to existing problems in virtual reality environment regarding player locomotion and orientation.

Outsource Game Developer

Aalto University - TEAM FRAGE [01/02/2020 – 01/06/2020]

City: Helsinki

Country: Finland

<https://www.inanevin.com/stelovr>

- Designed and developed a VR experience using HitSeed gyroscope & accelerometer devices for gamifying the rehabilitation process of physiotherapy patients, for the EU funded project Stelo by team FRAGE in Aalto University.
- Worked on gameplay systems, VR interactions as well as custom bridge application for receiving data from external tracking devices using Python and C++.

Part-Time Software Engineer

FYK Mobile [20/06/2018 – 05/05/2019]

Address: Izmir (Turkey) - <https://fykmobile.com/>

- Worked as a team lead on educational gaming platforms for personal development of children.
- Worked on hyper casual and arcade game projects for Android and iOS platforms.
- Developed native iOS mobile applications for commercial cloud-based projects.



Part-Time Game Developer

Lugcap Teknoloji Hizmetleri Lmt. [01/06/2017 – 01/05/2018]

Address: Izmir (Turkey) - <https://apps.apple.com/nz/app/sticky-dude/id1370801034>

- Worked as a team lead for mobile hyper-casual projects for the iOS platform.
- Worked on gameplay mechanics, user experience, tools & plugins for mobile SDK integrations on ads and analytics services.
- Developed mobile hyper casual games; Sticky Dude, WitchRun, Balleap and SpaceBlockz.

Outsource Game Developer

DAS Akademie [01/08/2017 – 01/02/2018]

Address: Izmir (Turkey) - <http://www.inanevin.com/vokabel-rally>

- Worked as the developer of a project called "Vokabel-Rally" for the German language education center for WebGL platform.
- Designed and developed database systems, socket connections, data management, in-game purchase systems, 3D car mechanics, procedural environment generation and DLC systems.

Outsource VR Developer

VR1 Studio [01/03/2017 – 01/09/2017]

Address: San Francisco (United States) - <https://www.inanevin.com/artgalleryvr>

- Worked as the lead developer on an art gallery simulation project.
- Developed gameplay systems, supported with virtual reality, for the users to experience free-roaming inside a virtual gallery.
- Connected gameplay systems with the targeted platform APIs, for instant screenshot & post sharing over Instagram, Facebook and e-mail providers.

Undergraduate Teaching Assistant

Izmir University of Economics, Computer Department [01/2017 – 06/2017]

Address: Izmir (Turkey)

- Worked as a teaching assistant for the Java and C# courses given to Software/Computer Engineering students.
- Worked as a game development instructor, teaching game design and implementation techniques in Unity 3D game engine.

Simulation Developer

Izmir University of Economics Department of Psychology [15/11/2015 – 01/04/2017]

Address: Izmir (Turkey) - <https://www.inanevin.com/prisonvr>

- Worked as the lead simulation developer, using Oculus Rift, MYO Armband and heartbeat sensor technologies on VR platforms for the experiments conducted by the department.
- Developed all gameplay code, data recording and serialization as well as SDK integration tools.
- Designed simulation mechanics working together with the psychology students.



EDUCATION AND TRAINING

Game Design and Production, Master of Science

Aalto University [01/09/2019 – Current]

Address: Espoo (Finland)

Level in EQF : EQF level 7

Computer Science

University of Vaasa (Vaasan yliopisto) [01/01/2018 – 01/06/2018]

Address: Vaasa (Finland)

Level in EQF : EQF level 6

Exchange student under IT & computer department.

Software Engineering

Izmir University of Economics [01/09/2014 – 20/06/2019]

Address: Izmir (Turkey)

Level in EQF : EQF level 6

Dissertation: Designing and Developing a 3D Game Engine.

LANGUAGE SKILLS

Mother tongue(s):

Turkish

English

LISTENING: C2 **READING:** C1 **WRITING:** C1

SPOKEN PRODUCTION: C2

SPOKEN INTERACTION: C2

Russian

LISTENING: A2 **READING:** A2 **WRITING:** A2

SPOKEN PRODUCTION: A2 **SPOKEN INTERACTION:** A2



DIGITAL SKILLS

Languages

C++ / C# / Java / Python / Matlab

Frameworks

CSL / STL / .NET / QT / OpenGL

Engines

Unity 3D / Unreal Engine 4 / CryEngine V / Adventure Game Studio

IDE's

Visual Studio / Visual Code / Netbeans / Dev C++ / IntelliJ / PyCharm / Eclipse

Build Systems/Toolchains

CMake / premake

Testing

GoogleTest / Mocha / JUnit

Version Control

GIT / Unity Collab

Other

Crita / GIMP / Audacity / Office Products / Sony Vegas

PUBLICATIONS

3PP-R: Enabling Natural Movement in 3rd Person Virtual Reality

[2020]

CHI PLAY 2020

3PP-R is a novel Virtual Reality display and interaction technique that allows natural movement in 3rd-person perspective (3PP), including body rotation without losing sight of the avatar.

<https://youtu.be/qpYDgfD6vdM>

PROJECTS

Personal/Commercial Projects

I have done 31 game projects so far, including game engine tech/tools, game assets, commercial & school game projects, as well as game jam projects. They are all available in my portfolio website.

<https://www.inanevin.com>

HOBBIES AND INTERESTS

Gaming

Even though I can't find time to play as much as I have used to, I am an invested gamer, mostly playing AAA titles in 3rd person and 1st person action genres. My favorite game of all time, the actual reason for me to start developing games when I was 13, is Prince of Persia: Warrior Within.



Skateboarding

Since I was a high school teenager I have been extremely keen on skateboarding. Even still I pick up my boards from time to time and spend my time just falling and learning.

Basketball

I have been a player since I was 6 years old. Just like 90% of all people who have been playing since they were a child, I was also going to go professional, then got injured like everybody else. I still utilize my skills on a good game or two every month.

Virtual Reality

Even though I have considerable experience in VR, it is not my primary focus of work. But I have been extremely keen on the technology and how it's advancing day by day, I can not help myself just prototyping a new feature every now and then.

Music

I gotta say I am not very skilled, but I have been playing electric-guitar since 2011. I mostly listen to & play hard rock, metal and very little jazz. Dream Theater, Trivium and Slipknot are my favorites to play.