





# Duygu SEZER

Computer Engineer

Phone: +90 537 279 1437

Email: sezerduygu465@gmail.com

## CONTACT

-  [www.duygusezer.com](http://www.duygusezer.com)
-  Nilüfer/Bursa
-  [www.linkedin.com/in/duygusezr](http://www.linkedin.com/in/duygusezr)
-  <https://github.com/duygusezr>

## EDUCATION

Bursa Uludağ University | 2022-2026  
Bachelor's Degree

## SKILLS

### WEB

HTML-CSS, JavaScript, React.js

### Unity/Unreal Engine

Blueprint Child Coding, C# for Unity,  
AI for Level Designs

### Development Tools

Git, GitHub, Visual Studio Code

## LANGUAGES

Turkish - Native

English - B2

## PROFESSIONAL EXPERIENCE

### Uludağ University Digital Game Design Community | Board Member

Events Department || Date Range (e.g., October 2024 – Present)

- Contributed to the planning and execution of workshops, seminars, and events related to game design and development.
- Coordinated team efforts to organize training sessions, competitions, and networking opportunities for members.
- Fostered collaboration among members, promoting skill development in game design, programming, and creative storytelling.
- Played an active role in expanding the community's reach and engagement within the university, attracting new members and partnerships.

## PROJECTS

### Brewing Bad - Unity

#### 2024, Unity, Single-player simulation game, C#

- Developed a single-player simulation game where players manage a café business as a team.
- Players earn revenue by carefully preparing and timely delivering customer orders.
- Expanded café operations and added new food and drink items to the menu based on generated income.
- Designed and implemented engaging gameplay mechanics to enhance user experience.
- Itch.io:** <https://aykutO.itch.io/brewing-bad>
- GitHub:** <https://github.com/duygusezr/BrewingBadGame.git>

### Guide Application for Visually Impaired Individuals

#### 2024, Assistive technology project

- Developed a guide application that helps visually impaired individuals navigate safely by detecting objects within a predefined Region of Interest (ROI).
- Provides audible alerts for potential threats, enhancing the user's awareness of their surroundings.
- Aims to improve independence and quality of life for visually impaired individuals, showcasing the positive societal impact of technology.
- Utilized advanced sensor integration and real-time data processing to ensure accurate object detection and timely alerts.
- GitHub:** <https://github.com/duygusezr/Guide-application-for-visually-impaired-individuals-.git>

## **Zombie FPS Game – Unreal Engine 5.4**

### **2024, Unreal Engine 5.4 , C#**

- Developed a first-person zombie-themed game using Unreal Engine 5.4.
- Programmed game mechanics, character movements, and enemy AI.
- Enhanced the game's atmosphere by working on environment design and lighting.
- Implemented various improvements based on user feedback and managed the testing process at the end of the project.

- **Google Drive Link:**

[https://drive.google.com/drive/folders/1R3326NED1dmXrpkFGCdpD47EPoybOtow?usp=drive\\_link](https://drive.google.com/drive/folders/1R3326NED1dmXrpkFGCdpD47EPoybOtow?usp=drive_link)