BATU AYTEMIZ

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Education

University of California, Santa Cruz | Santa Cruz, US — **September 2017 - Present**
PhD in Computational Media

New York University Abu Dhabi | Abu Dhabi, UAE — **May 2017**
B. S. in Computer Science — Minors in Mathematics, Video Game Design
GPA: 3.91, *Cum Laude*

Tech Skills

- Python
- C++
- C#
- Java
- JavaScript
- Unity3D
- Unity ML Agents
- Keras
- Tensorflow

Experience

PhD Researcher at Augmented Design Lab | UCSC — **September 2017 – Current**

- Working on a mixed initiative tool to help designers create better tutorials by experimenting with AI techniques such as Deep Learning, Monte Carlo Tree Search, planning, and knowledge representation.
- Working on using Reinforcement Learning techniques to both automate playtesting and also to create more flexible agent AI models to be implemented in the industry.

Teachers Assistant for Foundations Game Design Class | UCSC — **December 2017 – March 2018**

- Gave section lectures about game design, team-work, communication and analysis of game twice a week to 50 students at a time.
- Gave a lecture to 300 students on specific topics regarding game design.

Intern at M3diate | Abu Dhabi — **September 2016 – June 2017**

- Maintained and helped develop a Virtual Reality framework that supports projects related to education, theater and communication using Unreal Engine.
- Worked on creating different VR experiences for both entertainment and marketing.

Research Assistant in NYU Game Innovation Lab | New York — **June 2016 – April 2017**

- Worked on creating a Unity3D game to test out different assistance methods in order to dynamically balance a competitive game session between players of varying levels.
- Implemented a replay system in Unity3D to save and analyze data that will be used in AI agent modelling.

Game Designer on Play A to Start | New York, NYU — **September 2015 – December 2015**

- Worked on the design of a game that helps people practice their musical instruments. The game uses real-time audio data as the main means of interaction.
- The game was presented in IMPACT 2016 conference in NYU.

Projects & Leadership

Evil Eye Image Classifier | UCSC, Santa Cruz — March 2018

- Worked on creating an image classifier using Python and Keras and convolutional neural networks and transfer learning to be used in a humanities research project.
- The bottleneck of only 47 data points were overcome by creating a procedural content generator to synthetically create more data and train on the proxy task.

Team Lead of Video Game Design Group | NYUAD — September 2014 – September 2015

- Led a team of four to come up with several design documents and small scale prototypes, focusing on games that enhanced story with their mechanics.