Emre Altan

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SKILLS

- **Programming Languages:** C++ (3 years), C#(4 years), Python(2 years)
- **Software Development:** Object-Oriented Programming, Software Design, Agile Methodologies
- **Tools and Technologies:** Linux, Git, Jira, Bamboo, Unity, Docker, AWS
- **Robotics:** Simulation, Architecture

WORK EXPERIENCE

Dyson
Senior Software Engineer
Hullavington, England | Sep 2022 – Present

- Worked in the main behavioral team, converting existing code to the new architecture, enhancing system efficiency.
- Led architectural improvements for the robotics simulation software, delivering numerous features and supporting other teams with the simulation software.
- Improved robotics software tools and worked with path planning software.

Gameguru
Software Engineer
Istanbul, Turkiye | Jan 2022 – Aug 2022

- Developed multiple game projects with different architectures, patterns and DI frameworks.
- Implemented cloud build systems and developed editor tools for optimization.
- Investigated and developed game mechanics, worked with shaders and integrated 3rd party code.

Blended Games
Software Engineer
Istanbul, Turkiye | Sep 2020 – Jan 2022

- Developed multiple game projects with different architectures, patterns and DI frameworks.
- Worked on AI behaviour trees and FSMs, and implemented them in the games.

EDUCATION

Istanbul Technical University
BS, Computer Engineering
Istanbul, Turkey | Sep 2017 – Jun 2021

PROJECTS

- Portfolio
- Dyson 360 Vis Nav: Contributed to the development of advanced robotic vacuum cleaner.
- Github: Various contributions and projects in different domains.