Yalmaz Abdullah

@ yalmaz@ualberta.ca   **in** <u>Yalmaz Abdullah</u>

Education

UNIVERSITY OF ALBERTA
BSc: Computer Science
📅 Sep 2019-2024
- Expecting to graduate with Specialization designation

Links

Portfolio: **nosebleedplant.com**
GitHub: **NosebleedPlant**
Illustration: **pixiv/yarrow**

Volunteering

GRADUATE

The Games den: VP-External at the University of Alberta's Game Development club. I helped develop a program to introduce members to game development and connecting our club with the local game dev community.

Extra Life: Organized an event for Extra Life that raised over 2.3k CAD for our local children's hospital.

Skills

PROGRAMMING
C# • Python • C++ • GDScript • HLSL/GLSL

MISCELLANEOUS
Game Design • Unity • Godot • Figma • Photoshop • Illustration • Git

Awards

- 2022 Jason Lang Scholarship
- 2022 IGD Foundation Scholar
- 2021 CMPUT 250 Game of the Year
- 2021 INT-D 350 Game Design Award

Experience

TEACHING ASSISTANT
University of Alberta
📅 Jan 2023 – present

Serving as a teaching assistant for the Introduction to Human Computer Interaction course at the university of Alberta.
- Assist with introducing students to practices in UI/UX design as well as the fundamentals of User Research.
- Teach students about human centered design approaches.
- Grade assignments where students put the skills they are learning into practice

GAME ASSISTANT
University of Alberta
📅 Jan 2023 – present

Serving as a Game Assistant in the Introduction to Game Design Principles and Practices course at the University of Alberta
- Provide critiques for games developed by students over the course of this class and help them learn how to apply various game design principles and techniques.
- Grade student game submissions.

Reaserch Work

PEDAGOGY AND GAME TUTORIALS
EdTeKLA Lab
📅 Jan 2023 - present

Currently working under the joint supervision of **Dr Carrie Demmans Epp** and **Dr Mattew Guzdial** to explore applications of pedagogical techniques and PCG to develop better adaptive video game tutorials.

STUDENT METACOGNITION AND AFFECT
EdTeKLA Lab
📅 Sep 2022 – Dec 2022   **Tools:** **Python, Excel, Pandas**

Worked with **Minghao Cai** and **Dr Carrie Demmans Epp** to investigate the relationship between affect and meta-cognition as it pertains to learning outcomes in educational games.
- Assisted with data collection from both physiological sensors (eye-tracking, heart-rate) and self-report instruments.
- Compiled and analyzed collected data
- Conducted extensive literature review.

Selected Projects

DO YOUR JOB | Solo Project
📅 July 2022   **Tools:** **C#, Unity, Figma, Illustrator, Git**

A tense game with juicy UI and a dark sense of comedy. You prevent bars from filling up and numbers from going down by playing mini games.

- Designed and implemented a UI that mimics a Desktop environment to simulate the feeling of working on a PC in the early 2000s.
- Designed and developed the core game play which consisted of 4 mini games and an overall tracking system that was used to score player.
- **Source:** <u>NosebleedPlant/Do-Your-Job</u>
- **Itch:** <u>itch.io/do-your-job</u>

[RE:]SPACE AND BODIES | SOLO PROJECT

📅 Dec 2022 – Jan 2023   **Tools:** **Unity, C#, Shadergraph, HLSL, Git**

A showcase of various Unity 3D effects and shaders I developed for a collection of multi-media artworks titled "Space and Bodies"

- Developed several custom shaders to create interesting visual effects that utilized the visual language of compression artifacts and glitches.
- Customized the unity's universal render pipeline to create visual effects that would not be otherwise possible.
- Developed a Fractal explorer scene that renders a fractal through a custom ray-marching renderer and can handle shape blending.
- **Source and Demo:** NosebleedPlant/Space-And-Bodies

BOOLIES | BACKEND DEVELOPER
(TEAM-SIZE:6)

📅 Jan 2021 – April 2021   **Tools:** **Java, Firebase, Android Studio, Git**

An android app for crowd-sourcing experiments. Users can start studies and crowd-source experimenters to run tests and gather data. Allows for sharing of results and visualizes the data for easy analysis.

- Designed and implemented our no-sql solution for the backend with firebase
- Developed wrapper around firebase api to allow front end team to more easily manipulate database without worrying about implementation details.
- Assisted with implementation of several visualization tools such as the histogram.
- **Source and Demo** CMPUT301W21T25/the-boolies

STAR APPRENTICE | BULLETHELL PROGRAMMER & DESIGNER
(TEAM-SIZE:6)

📅 Sep 2020 – Dec 202   **Tools:** **JavaScript, PixiJS, RPGMaker, Git**

A danmaku-detective game that combines the point-and-click style deduction game play of Phoenix Wright with the high octane bullet hell game play of the Touhou Project.

- Designed and programmed 3 highly intense bullet hell segments with multiple stages that reflecting the personality of a colorful cast of enemies.
- Significantly extended HashakGik's bullethell engine that wraps around the core RPG maker system allowing high performance and ambitious set piece battles.
- **Source:** Will-O-Works/Star-Apprentice-Magical-Murder-Mystery
- **Steam:** steam/Star_Apprentice_Magical_Murder_Mystery

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