



# Bedirhan Koyuncu

Game Programmer & Computer Graphic

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## EDUCATION

### Game Programmer

Yrgo

08/2023 - Present

Gothengburg

### Computer Graphic

Yrgo

09/2021 - 06/2023

Gothengburg

Courses

- 3d modelling
- Animation
- Rendering and lighting
- Texturing

### High School

Ängelholm - Rönnegymnasiet

2018 - 2021

## WORK EXPERIENCE

### Internship - 3D Ai researcher

Visual Arena

02/2023 - 05/2023

Gothengburg

Achievements/Tasks

- I worked in different 3d modelling/animation projects by help of ai, one of these things where a Ar chracter to show in a europe meeting in Börsen, Gothengburg.

### InternShip - Character Scuplting

Gothengburg film studios

09/2022 - 12/2022

Gothengburg

Achievements/Tasks

- I sculpted characters, rigged and animated them for a special project

### Worker - Mc Donalds

Ängelholm

2017 - 2017

## SKILLS

Maya

3ds max

Zbrush

Blender

Unity

Photoshop

## REFERENCES

Ylva Olsson - Gothengburg Film studios

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Martin Högenberg - Visual Arena

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Robert Esbjornsson - Game Programmer

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## GLOBAL GAME JAM

Global Game Jam (02/2022 - 02/2022)

Globale Game Jam - Winner (02/2023 - 02/2023)

## LANGUAGES

Swedish

English

Turkish

Kurdish

## INTERESTS

Chess

Reading

History

Draw

Watching improvisation theater

Playing Games