



Bedirhan Koyuncu

Game Programmer & Computer Graphic

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🐙 github.com/Bedirhan233

EDUCATION

Game Programmer Yrgo

2023 - Present

Gothenburg

Computer Graphic Yrgo

2021 - 2023

Gothenburg

Courses

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

High School

Ängelholm - Rönnegymnasiet

2018 - 2021

WORK EXPERIENCE

Internship - 3D Ai researcher Visual Arena

2023

Gothenburg

Achievements/Tasks

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

InternShip - Character Scuplting Gothenburg film studios

2022

Gothenburg

Achievements/Tasks

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

Worker - Mc Donalds Ängelholm

2017

SKILLS

Maya

3ds max

Zbrush

Blender

Unity

Photoshop

Unreal Engine

REFERENCES

Ylva Olsson - Gothenburg Film studios

ylva@gothenburgstudios.se +46 70 553 83 90

Martin Högenberg - Visual Arena

martin.hogenberg@lindholmen.se +46 70 609 29 13

Robert Esbjornsson - Game Programmer

robert.esbjornsson@educ.goteborg.se +46 72 856 72 80

GLOBAL GAME JAM

Globale Game Jam - Winner (2023)

Global Game Jam (2022)

LANGUAGES

Swedish

English

Turkish

Kurdish

INTERESTS

Chess

Reading

History

Watching improvisation theater

Playing Games