

# Hüseyin Can Ataç

**Software Developer & Cinematographer**

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Software Developer with 10+ years of experience, currently specializing in robotics and mechatronics. Started in web development and gradually moved into automation systems over the past 4 years, working with robotic arms, PLC programming, and ROS2. Also passionate about cinematography and visual effects. Enjoys solving complex problems by combining software skills with hands-on hardware work.

## Tech Stack

**Programming Languages:** JavaScript, Python, PHP, C++, SQL

**Robotics & Automation:** ROS2, Isaac Sim, PLC Programming, Linux Embedded Systems

**Web Technologies:** React, React Native, Three.js, BabylonJS, A-Frame, WebGL, HTML5, CSS3

**3D & Game Development:** Unity, Construct 3, Verge3D, Blender, Substance Painter, Houdini FX

**AI/ML:** TensorFlow, PyTorch, Computer Vision, OpenCV

**Visual Effects & Post-Production:** Adobe After Effects, Nuke, DaVinci Resolve, Adobe Premiere, Houdini FX

**Other Tools:** Git, Docker, Linux Systems, MySQL, GSAP, PixiJS, SCORM

## Career Experience

**Değişim Grup Ambalaj Makina, Ankara**

Robotics & Automation Developer | *January 2025 – Present*

- Developing robotic arm automation systems for serial production line integration
- Programming and configuring PLC systems for industrial automation processes
- Designing and prototyping robotic arm systems including Delta robots, Cartesian, and angular manipulators

- Linux-based embedded chip programming for custom automation solutions
- Utilizing ROS2 framework for robotic system development and integration
- Working with Isaac Sim for robotics simulation and testing environments
- Implementing computer vision solutions for quality control and process optimization

### **Global Future Designs & Solutions Inc., Ankara**

Software Developer & Web Developer | *January 2023 – July 2024*

**Mobile Game Development:** Developed five hyper-casual games for Android using Construct 3 platform with custom JavaScript integration. Notable titles include Phone Slope (utilizing accelerometer sensor), Neon Voyager, and Saucer Strike. Achieved stable performance across various mobile devices.

**WebXR Metaverse Platforms:** Led development of lightweight 3D metaverse environments supporting both VR goggles and web browsers. Implemented real-time fashion shows with realistic fabric simulation using Verge3D and Three.js. Achieved 60 fps performance on legacy hardware (2012 computers) while handling 500,000+ polygon scenes.

**Interactive 3D Applications:** Created various web-based 3D configurators including fabric simulation systems, car customization tools, and product visualization platforms using A-Frame and Unity integration.

**Hardware-Software Integration:** Developed Python-based hardware solutions and IoT integrations alongside web development projects, combining software applications with physical device control systems.

**"Chickma" Pregnancy App:** Full-stack development of React Native application with custom PHP backend, MySQL database management, and Linux server configuration. Implemented secure authentication, push notifications, and comprehensive user tracking features.

### **Ministry of Health, Ankara**

Web & SCORM Developer | *September 2021 – January 2023*

**USES (Remote Health Education System):** Managed content creation for nationwide educational platform serving 1.4 million users. Handled complete video production pipeline from studio recording to SCORM-compliant course publishing using Articulate Storyline.

**Interactive Assessment Systems:** Developed custom online examination platforms for healthcare professionals using jQuery, JavaScript, and PixiJS for interactive elements and animations.

### **Freelance Developer & Cinematographer, Ankara/Istanbul**

Multi-Disciplinary Developer | *December 2018 – September 2021*

**Web Development:** Created responsive websites across diverse sectors using modern CSS techniques, Bootstrap frameworks, and Three.js 3D integration. Managed complete server deployment on Linux systems with SSL security implementation.

**Cinematography & VFX:** Provided comprehensive visual effects and cinematography services for advertising agencies. Specialized in realistic environment creation and particle animation systems using Houdini FX and Blender, with professional compositing in After Effects and Nuke.

### **Şapka ve Fil Advertising Agency, Ankara**

Web Developer & 3D Specialist | *January 2015 – December 2018*

Led web development and 3D visualization projects for major corporate clients including KNAUF Turkey, Pidem Food, and BAUMIT Turkey. Developed interactive 3D product demonstrations, real-time price management systems, and comprehensive corporate websites with custom JavaScript functionality.

### **4K Production, Ankara**

Cinematographer & 3D Artist | *September 2011 – January 2015*

Produced promotional and training content for various organizations including US Embassy Ankara and METSIS Medical. Specialized in product visualization for high-tech medical equipment and corporate promotional materials.

## **Film Industry Recognition**

### **Awards received for cinema projects:**

- "Hidden" (2023) - VFX Artist & Sound Designer: 12 awards, 2 nominations
- "Ant and Human" (2021) - Animation & VFX: 12 awards, 1 nomination

- "Snowfall Time" (2018) - Color Correction: 8 awards, 1 nomination
- "Pomegranate Time" (2014) - Color Correction: 4 awards, 10 selections
- "Yurt" (Feature Film) - Camera & Editing Assistant: 3 international nominations

**Commercial & Advertising Work:** Extensive experience in commercial cinematography with participation in numerous advertising film productions across Turkey, collaborating with major advertising agencies in Ankara and Istanbul.

## **Teaching & Professional Development**

**Ankara Science University** | 2015 – Present

Guest Lecturer: Cinematography, Visual Effects, Computer Programming, and AI Applications

**AFSAD (Ankara Association of Photographic Artists)** | 2015 – Present

Active Instructor: Cinematography and Fundamental Photography Education

## **Education**

**Settlement Archaeology Master Program** | *Middle East Technical University, Ankara* | 2015 - 2017

(Completed coursework, left at thesis stage)

**Computer Animation and Game Technologies Master Program** | *Hacettepe University, Ankara* | 2015 - 2017

(Completed coursework, left at thesis stage)

**BFA, Communication and Design** | *Bilkent University, Ankara* | 2007 - 2011

**School of English Language** | *English Language and Literature, Bilkent University, Ankara* | 2005 - 2007

## **Languages & Certifications**

**Languages:** English (Advanced), Turkish (Native)

**Certifications:** A Class Amateur Radio Electronics License, CMAS One Star Diver, PADI Open Water Diver