

REVSEN ÖZDEMİR

UNREAL ENGINE DEVELOPER

VR/XR | REAL-TIME VISUALIZATION | LIGHTING

Aversa, Italy | ozdemir.revsen@gmail.com | linkedin.com/in/revsenozdemir | Portfolio

PROFESSIONAL SUMMARY

Unreal Engine Developer and PhD researcher working across virtual reality, real-time visualization, lighting, and spatial design. Experienced in developing interactive Unreal Engine environments, Blueprint-based systems, immersive VR applications, simulation-data visualization, and lighting workflows for architectural, engineering, and research applications.

CORE SKILLS

Unreal Engine & VR: Unreal Engine 4/5 · Blueprint · Virtual Reality (VR) · Interactive Virtual Environments

Visualization: Real-Time Visualization · Scientific Visualization · Simulation Data Visualization

Lighting & Simulation: DIALux · Lighting Simulation · Luminance Visualization · VR Lighting & Spatial Perception

3D & Design: Blender · Rhino · AutoCAD · Adobe Photoshop

PROFESSIONAL EXPERIENCE

Unreal Engine Developer | 2024 - Present

Custom Game & Interactive Projects

- Design and develop customized game and interactive experiences using Unreal Engine.
- Implement gameplay mechanics and interactive systems using Blueprints.
- Develop virtual environments, scene interactions, lighting, and real-time visual experiences.

PhD Researcher - Unreal Engine, VR & Lighting | Apr 2025 - Present

Università degli Studi della Campania "Luigi Vanvitelli", Italy

- Develop interactive Unreal Engine-based VR environments for architectural, urban, and engineering applications.
- Create Blueprint-based interaction and real-time visualization workflows for immersive environments.
- Integrate and visualize simulation data within Unreal Engine-based VR environments.
- Investigate lighting, luminance, spatial perception, and human experience in immersive environments.
- Delivered practical DIALux instruction to university students on lighting simulation and lighting-design applications.

Project & Research Assistant - EmbedterLabs | Jul 2023 - Jul 2024

Gdańsk University of Technology, Poland

- Contributed to project coding activities supporting compatibility with other project components.
- Conducted research supporting the scientific framework and sustainable, community-oriented urban development work.

Urban Design Teaching Assistant | Feb 2023 - Jul 2023

Gdańsk University of Technology, Poland

- Supported urban design research, data analysis, presentations, and student project development.

Urban Designer - Internship | Mar 2023 - Apr 2023

Biuro Architekta Miasta (Urząd Miejski w Gdańsku), Poland

- Reviewed urban planning projects and developed urban planning and landscape-design concepts.

EDUCATION

Industrial PhD - Technologies for Resilient Living Environments | Apr 2025 - Present

Università degli Studi della Campania "Luigi Vanvitelli", Italy

Research Focus: Virtual Reality, Unreal Engine, lighting perception, and spatial experience in architectural and urban environments.

MSc - Spatial Development: Urbanism | Feb 2022 - Apr 2024

Gdańsk University of Technology, Poland

Master's Thesis: Perspective of Food Security as a Challenge in Metropolitan Development on the Example of Izmir

BSc - City and Regional Planning | Jul 2015 - Jul 2021

Izmir Institute of Technology, Türkiye

PUBLICATIONS & CONFERENCE PAPERS

False-Colour Map for Luminance Distribution Visualisation in Unreal Engine | 2026

World Multidisciplinary Congress on Civil Engineering, Architecture and Urban Planning (WMCCAU 2026) · Ostrava, Czech Republic

Metropolitan Food Security and Climate Change as Drivers Towards Agriculture Urbanism: Spatial Planning Challenges in Gdańsk/Poland and Izmir/Turkey | 2024

Revsen Özdemir & Gabriela Rembarz · XVIII International Academic Conference Wise City - Theory and Practice

Navigating Through Urban Living Lab Experiments | 2023

Joanna Bach-Głowińska & Revsen Özdemir · 3rd International Civil Engineering and Architecture Congress

LANGUAGES

Turkish: Native

English: Professional Working Proficiency