Alara Ilhan

2D/ 3D ANIMATOR

Executive Summary

Right now, I am a third-year art school student at Willem de Kooning Academy, where I study the principles of Animation.

I have a HBO Bachelors degree in game technology and would love to use the coding I learned there to become a bridge between art and tech.

My hobbies

I love to listen to music and like to express myself by drawing. I also love to learn new things so that I can keep on expanding my creativity.

Areas of Experience

- Game Development
- Creative Problem Solving
- Animation (2D & 3D)

Reach me at:

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Education

ROTTERDAM UNIVERSITY OF APPLIED SCIENCES
September 2017 - 2021
Creative Media & Game Technology
- Received 'Propedeuse' in 2018
- Received Diploma in 2021

WILLEM DE KOONING ACADEMY
September 2022 - Present
Animation
- Received 'Propedeuse' in 2022

Work Experience

PEERCOACH - CREATIVE MEDIA & GAME TECHNOLOGY
September 2018 - September 2019
Rotterdam University of Applied Sciences
- Monitored first year students and tutored them through their assessments, exams, planning and (programming-) homework.

STUDENT VR UNITY DEVELOPER (GRADUATION INTERNSHIP)
February 2021 - June 2021
Edumersive (Graduation Internship)
- Made a multiplayer VR application for debriefing sessions for clients of the firm.

(JUNIOR) UNITY GAME DEVELOPER
March 2023 - Present
XVR
- Learning how to function in a team of Developers and making VR simulations in Unity

STUDENT FRONT-END DEVELOPER (INTERNSHIP)
September 2019 - January 2020
Level Level (Internship)
- Worked with mostly PHP, HTML/CSS, Wordpress.
- Learned the basics of Web Accessibility

VR STEWARD
April 2022 - August 2022
Stadslab Rotterdam
- Workshop Blender for students
- Workshop Unity for students
- Workshop VR for students