

# Benji Agcal

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## EDUCATION

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University of British Columbia Canada

*Master of Fine Arts in Interdisciplinary Studies*

*NSERC Immersive Technologies (CITech) Specialization GPA: 88.7/100*

Hong Kong University of Science and Technology Hong Kong, SAR

*Bachelor of Engineering in Computer Engineering*

*Minor: Psychological and Behavioral Science GPA: 3.87/4.3*

American Collegiate Institute Turkey

*International Baccalaureate Diploma Final Score: 45/45*

## WORK EXPERIENCE

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**UBC - The Centre for Culture and Technology** Kelowna, BC

*Research Assistant - Unity Developer & Mentor* May 2023 - Aug 2024

- Designed and implemented interaction systems, character controls, scripts and material shaders for a collaborative educational video game featuring a beaver protagonist.
- Lead a team of four, providing tutorials, resource guidance, and troubleshooting support to enhance their workflows.
- Oversaw environment and UI design, offering guidance and feedback to ensure alignment with project objectives.
- Managed weekly team meetings to assign tasks, track progress, and address technical challenges effectively.

*Research Assistant - XR Developer & 3D Generalist* Jan 2023 - May 2023

- Developed a participatory immersive environment using Unity, allowing users to contribute voice recordings for integration into the experience.
- Designed and launched a companion website for user participation and audio input collection. Conducted user experience testing to enhance interactivity.
- Conducted literature reviews, methodology analysis, and produced two academic publications. Presented the project at conferences and artist talks.

**The University of British Columbia** Kelowna, BC

*Sessional Instructor - Creative Coding* Sep 2023 - Dec 2024

- Developed a comprehensive syllabus covering topics such as interactive art, user interface design, data visualization, and computer vision, using JavaScript Open Processing library.
- Delivered lectures and hands-on projects on programming fundamentals, encouraging creative approaches.
- Organized a final exhibition in collaboration with the Visual Emerging Studio, showcasing students' interactive projects on a large curved digital screen.
- Provided technical guidance, hands-on troubleshooting, and artistic feedback to students, supporting the successful development of their final projects.

*Teaching Assistant- Immersive Environments* Jan 2024 - May 2024

- Conducted workshops on Unity Terrain Tools and immersive 3D environment creation, guiding students through hands-on projects.
- Curated and shared resources, including tutorials and Unity assets, to support student learning and independent exploration.
- Evaluated student assignments and final projects, ensuring constructive feedback to enhance technical skills and creativity.

**CookingPal - SP Concepts** Hong Kong, SAR

*Graphic & UI Design Intern* Nov 2020 - Feb 2021

- Assisted with the product launch website development by restructuring the front-end and designing custom interface elements to align with brand requirements.
- Created over 100 custom food ingredient illustrations for the Multo smart recipe application.
- Assisted in redesigning product packaging to minimize material usage while ensuring compliance with shipping standards.
- Developed and implemented HTML/CSS email templates to streamline corporate communications.

### **First Code Academy**

**Hong Kong, SAR**

*Instructor*

*Jun 2019 - Aug 2019*

- Taught 20+ project-based courses on web design (HTML, CSS, JavaScript), virtual reality, and app development to students aged 7–18.
- Adapted existing projects to updated software standards, troubleshooting and improving course content.
- Collaborated with colleagues to accommodate diverse skill levels, fostering creativity and problem-solving among students.

### **PROJECT EXPERIENCE**

HKUST Environmental Science Department

**Hong Kong, SAR**

*Undergraduate Research Assistant*

*Jun 2021 - Aug 2021*

- Investigated shifts in fashion consumption behavior and attitudes toward sustainability during COVID-19 as part of a multinational research collaboration.
- Conducted qualitative and statistical data analysis using MAXQDA and Tableau, providing insights into trends and patterns in consumer behavior.

HKUST Computer Science Department

**Hong Kong, SAR**

*Final Year Capstone Project*

*Start Date - Finish Date*

- Developed a made-to-order slow fashion web app with 3D customization features, promoting sustainable fashion practices through innovative design and technology.
- Led user experience testing sessions, gathering feedback from testers to identify usability issues and improve the app's interface.
- Utilized insights from user feedback to refine user flows, improve app responsiveness, and optimize the overall user experience.

### **PUBLICATIONS**

**MFA Thesis:** Bonding With the Screen - Forming Connections Through Digital Landscapes DOI:10.14288/1.0444991

**ISEA 2024:** Designing a Serious Game Utilizing Beaver Behavior for Water Responsibility Publication Pending

**ISEA 2024:** The 8th Continent - A Participatory Interactive Art and Gaming Experience Publication Pending

**GoodIT'23:** The 8th Continent - Echoing the Unheard Sounds of Pollution DOI:10.1145/3582515.3609571

**SIGGRAPH Asia:** Land Enough DOI:10.1145/3550470.3558453

### **SKILLS & INTERESTS**

**Software:** Unity, Unreal Engine, Blender, Cinema 4D, Figma, Substance Painter, Nomad Sculpt, Adobe Suite (XD, InDesign, Illustrator, Premiere Pro), Tableau, MAXQDA

**Programming:** C#, HTML, CSS, JavaScript, Next.js, React.js, Framer Motion, Tailwind CSS, Lenis Scroll, p5.js, TR3F

**Languages:** English (Proficient), Turkish (Proficient), German (Intermediate), Mandarin (Elementary)