

Emre Ergul

AR/Creative Developer

Izmir, Turkiye

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Summary

AR / Creative Developer focused on building interactive experiences that combine scripting, system design, and gamification with concept-driven, user-centered thinking. Experienced in both branded collaborations and independently published Snapchat lenses. Currently expanding into AI-driven creative tools for immersive and interactive storytelling.

Focus Areas: AR Systems • Gamification Mechanics • Interactive Design • AI Creative Workflows

Skills

AR Development (Lens Studio, scripting, gamification systems)
Frontend Engineering (TypeScript, React, Next.js, Node.js)
Interactive System Design & Prototyping
UX & Creative Direction, AI-driven Creative Tools

Work Experience

AR Developer

02/2024 - 02/2026

QReal

- Developed Snapchat Lenses focused on scripting, gamification systems, and interactive mechanics
- Delivered high-fidelity AR experiences for global brands including Nike, Adidas, Hershey's, IKEA, and Starbucks
- Translated brand strategy into culturally relevant interactive moments under tight timelines
- Independently conceptualized and published 24 Snapchat Lenses
- Recognized in 6 Lenslist AR Challenges (1x 3rd Place, 5x Honorable Mentions)
- Generated 80M+ views, 800K+ shares, and 150K+ favorites across personal projects

Wordpress Developer / Graphic Designer

06/2022 - 01/2024

Freelance Work

- Designed and developed custom WordPress websites aligned with client brand strategy
- Delivered UI systems, visual identities, and user-focused digital experiences

Wordpress Developer / Graphic Designer

03/2019 - 06/2022

Sencanlar

- Built SEO-optimized WordPress websites and improved usability through iterative feedback
- Implemented WooCommerce-based quoting systems used by 500+ customers
- Designed 20+ brand assets including logos, business cards, and marketing materials

Projects

Cowork and Draw ([code](#)) ([live site](#))

PartyKit, NextJS, Typescript

- Built a collaborative Pomodoro-based web app with real-time pixel art and chat
- Designed room-based architecture supporting synchronized user sessions

Prompt Filler ([code](#)) ([live site](#))

NextJS, Typescript, react-hook-form, Tailwind, shadcn/ui

- Developed an AI prompt management tool with reusable structured fields
- Designed to streamline workflow efficiency and reduce friction in AI interactions

Quit Smoking While Smoking ([code](#))

React Native, Typescript, Expo

- Built a mobile app applying exposure therapy principles for behavioral change

Scene Struggle ([code](#)) ([live site](#))

React, Youtube-API, react-router-dom, Tailwind

- Developed interactive mini-games using YouTube API integration
- Designed multi-route application architecture with dynamic content rendering

Certificates

Salesforce Commerce Cloud React Developer

10/2023

OSF Academy, OSF Digital

- Completed an intensive program, specializing in Salesforce Commerce Cloud and React development. I also deepened my understanding of headless architecture and progressive web apps(PWA).
- Fortunate to work in a real-world setup during training, actively participating in code reviews and receiving valuable feedback from our trainer. Engaged in scrum calls, collaborating with cross-functional teams, and offering support and insights to fellow teammates, fostering a dynamic and collaborative learning environment.

Education

Bachelor of Electrical and Electronics Engineering

09/2015 - 06/2019

Celal Bayar University, Manisa/Turkey

GPA: 3,47/4

- Developed a strong enthusiasm towards web development, web design, and game development. Led freelance projects, fostering teamwork and client interaction. Translated client requirements into visually appealing designs for websites and social media.
- Collaboratively conceived and executed a line follower robot for greenhouse automation using OpenCV, Raspberry Pi, and Python. Applied Automation Systems principles to create a solution for fruit identification and counting in greenhouses.
- Created indie games using Unity with a talented designer friend of mine. Developed proficiency in C# programming and object-oriented programming (OOP). Showcased games at Gaming Istanbul (GIST) event for two consecutive years.