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VR BASE

- It is a company that you can enjoy VR games in one of the most biggest VR Arena's in Europa. There are three different locations: Mechelen, Kortrijk and Leuven.
- Friends, college's or families visit arena and they organize their meetings in meeting room, play VR games and eating lunch. In summary they spend a good time with their friends.



SPECTR

- VR Base is actually a product of VR Base Group.
- There is also other side of this company: SPECTR.
- It is a software side of VR Base Group. VR Base creates only video games but SPECTR creates also virtual reality solutions for architecture, safety training and more ...



Description and Functionality of Project

- I had to work to on an internal admin site. The purpose of this site is to provide an easier interface for staff members who maintain and set up the hardware team of the company.
- The site can handle various tasks, including database entries for arenas, locations, backpacks and strikers visualizer, making it easy for them to reassign that hardware.

End User : Hardware Team of VR Base

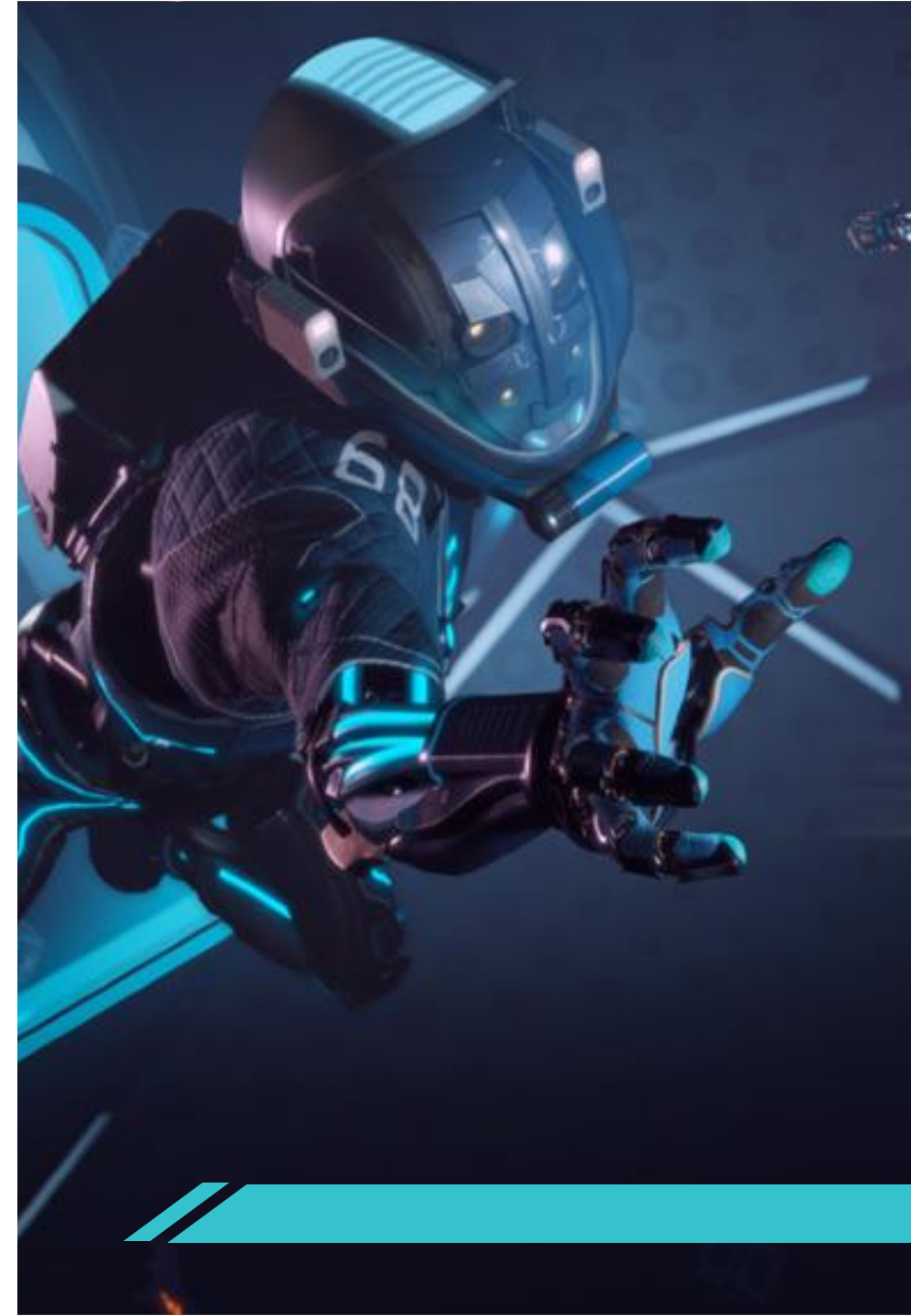


Computer Languages and Tools

- **Backend:** .NET Entity Framework Core
- **Databasetools:** DBeaver – Docker—SQL Server
- **Frontend:** React - Typescript
- **Styling:** ANT Design
- **Projectmanagement:** Hacknplan

Backend

- **ORM:** Object Relational Mapping (ORM) is a technique used in creating a "bridge" between object-oriented programs and, in most cases, relational databases.
- **.NET CORE Entity Framework:** EF Core can serve as an object-relational mapper (O/RM), which:
 - Enables .NET developers to work with a database using .NET objects.
- With EF Core, data access is performed using a model. A model is made up of entity classes and a context object that represents a session with the database.
 - Generate a model from an existing database.
 - Hand code a model to match the database.
 - Once a model is created, use EF Migrations to create a database from the model. Migrations allow evolving the database as the model changes.



Frontend

- **Vite + React + Typescript :**

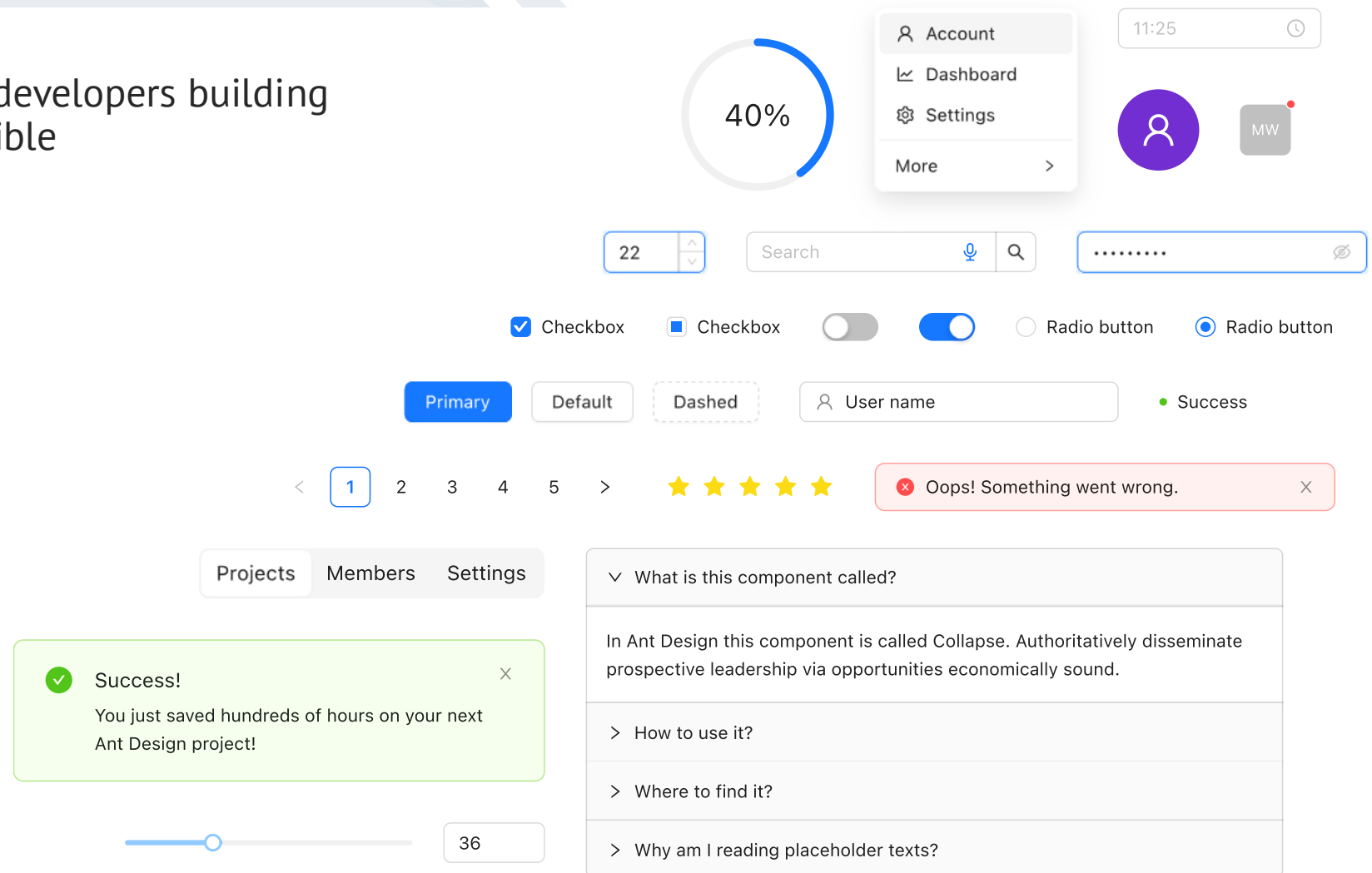
Vite can greatly speed up development time with Hot Module Replacement — meaning whenever changes are made to the source code, only the changes are updated, rather than the entire application.

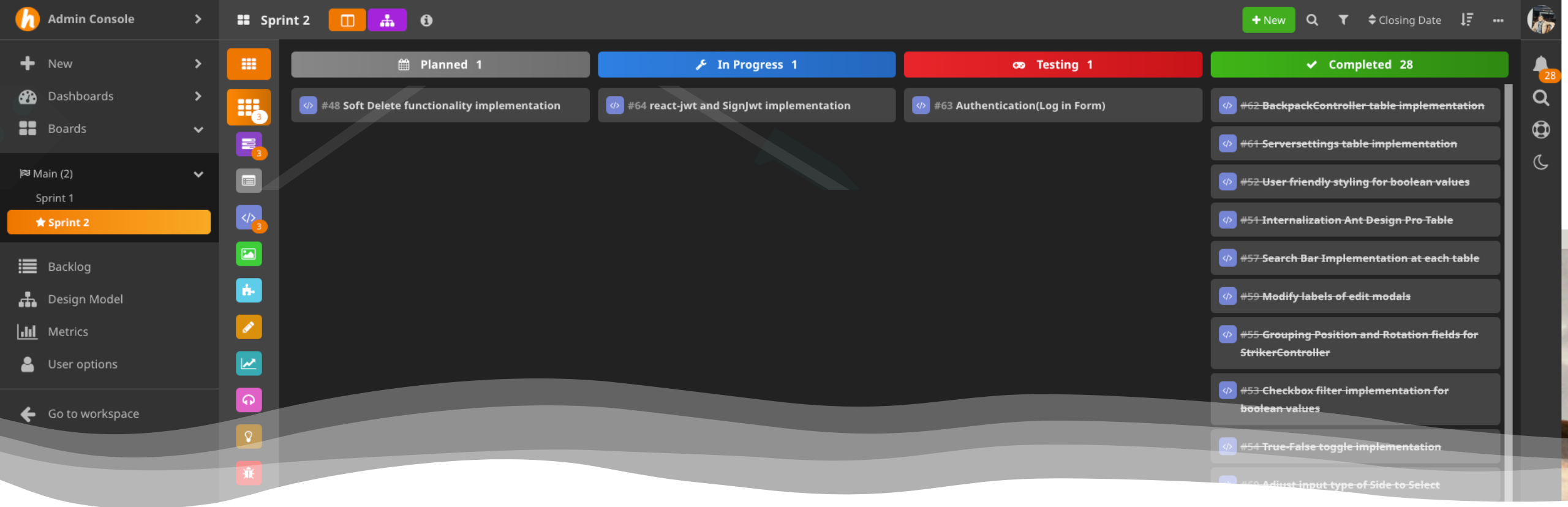
Types and interfaces allow us to define the data types we're using in the code. With this, we can catch bugs early on and avoid problems down the line.



Frontend(Styling)

- ◀ **Ant Design** : Help designers/developers building beautiful products more flexible





Project Management and Planning

Hacnkplan: Project management for game developers

Agile

- ◀ Each Monday : Sprint Planning
- ◀ Each Friday: Retrospective Meeting
- ◀ Reviewing Code



Expectations ?...

- ◀ that did not come true;
 - ◀ Certain features, such as making the page a PWA and flashing the data when scanning a VR device, were not implemented due to a lack of time.
 - ◀ It would also be a good idea to contact the client (a person from the hardware team) to ensure their needs are met, similar to how it is done in a professional workspace.
- ◀ that came true;
 - ◀ It was a simulation of professional life
 - ◀ It was an opportunity to put into practice what I've learned at school, and I also learned a new language (C#) and many new React features.
 - ◀ I had the chance to develop my soft skills through teamwork, and not only that, but also to enhance my knowledge of GitHub.



According to my internship supervisor:

✓ Even though I have sufficient communication skills to understand tasks, programming skills to implement them, and the ability to make necessary preparations to explain them ;

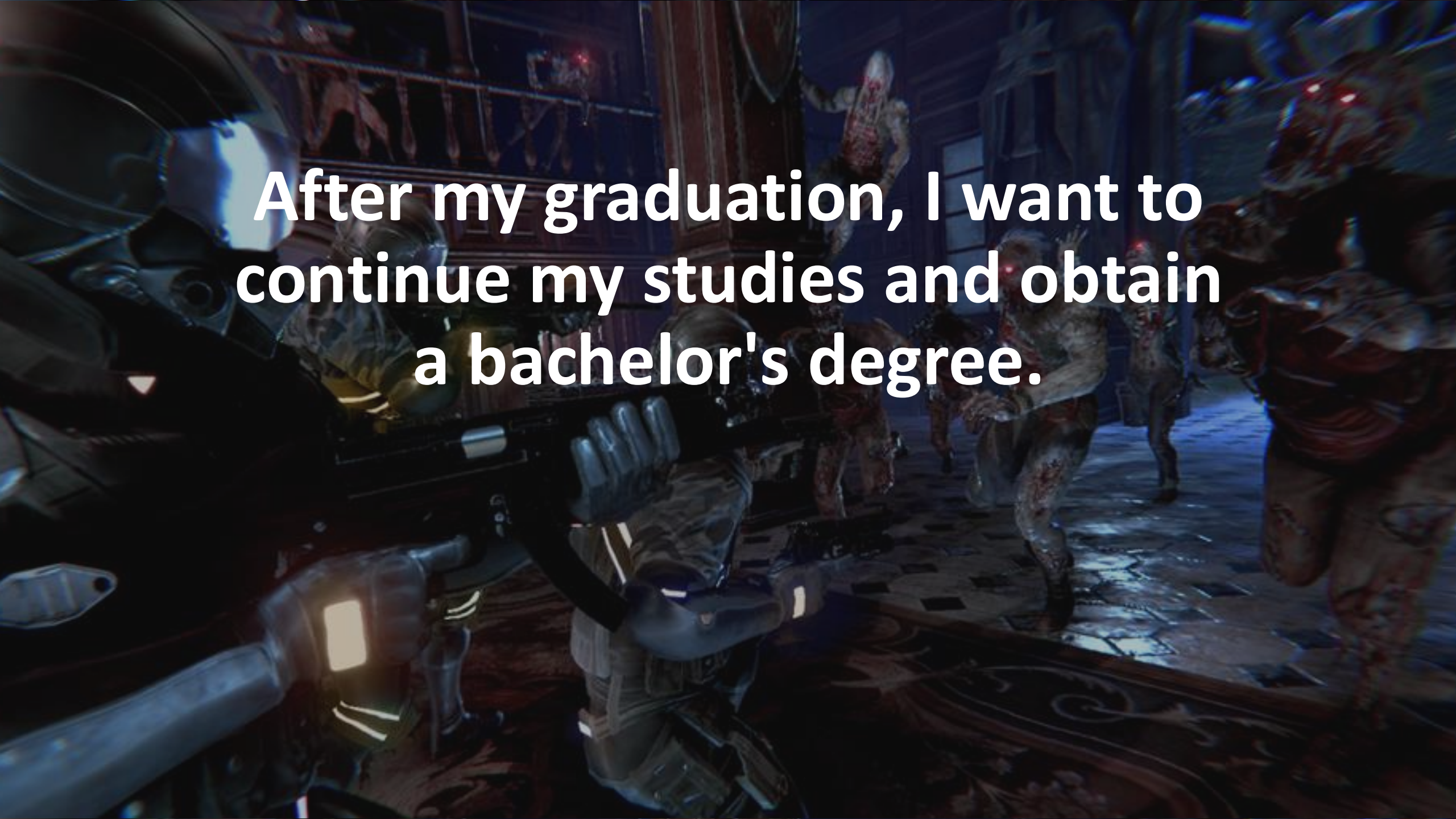
— I can play a more active role in meetings and share my opinions.



Action Points

- ◀ Using online sources better and conducting deep searches to ensure that a solution is suitable for the project and has no side effects.
 - ◀ I must compare two different solutions and experience the importance of choosing the most suitable one to implement.
- ◀ Asking feedback and always suitable code writing to rollback
 - ◀ I need to work more efficiently with my team buddy



The background image is a first-person perspective from a video game. In the foreground, the player's gloved hands and a portion of a futuristic weapon are visible. The environment is dark and industrial, with metallic structures and pipes. In the background, several zombie-like creatures are seen running or standing in a dimly lit area. The text is overlaid in the center of the image.

**After my graduation, I want to
continue my studies and obtain
a bachelor's degree.**

Personal Growth

◀ Soft Skills ;

- ◀ Importance of following trends and to have knowledge about IT world
- ◀ Importance of creative thinking and practical thinking
- ◀ someone who is compatible with teamwork

◀ Technical Skills;

- ◀ React Advanced
- ◀ C#
- ◀ Ant Design Advanced
- ◀ Building a project (Frontend-Backend)



Demo and Questions



Thank you for your attention!