



Ibrahim Eren Kilisli

PORTFOLIO

I have experience in software engineering, game development, and cinematic storytelling.

Beyond technology, I focus on visual storytelling and direction, combining technical skills with artistic vision.

Date of Birth: 03.03.2000

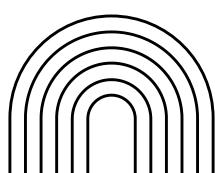
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Links: [LinkedIn](#) | [GitHub](#)

CV: <https://tinyurl.com/cvibrahimeren>





UNREAL ENGINE PROJECTS

CHRONOBREAK

Role: Cinematic Artist, Game Developer

I joined the development of the game Chronobreak as an Unreal Engine Developer when it was first started within an incubation program. Over time, my role shifted, and I continued as a Cinematic Artist. I was responsible for creating trailers and producing the cinematic scenes for the game.

🔗 Links: [Watch video](#)

DAMNED APE

Role: Game Developer, Game Designer, Cinematic Artist

I make design and development of the game mechanics and enemy AI. I integrated player movements, combat mechanics, and interaction systems to ensure smooth and balanced gameplay. After completing the mechanics, I created cinematic animations and worked on the production of the game's intro and outro scenes.

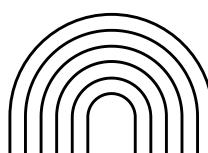
🔗 Links: [Gameplay and Cinematics](#)

DAA

Role: Game Developer, Game Designer

DAA is a retro FPS tech demo featuring 2D enemies and weapons in 3D levels. I programmed enemy AI, created 3D-effect flipbook animations for eight weapons and eleven enemies, and designed a DEMO map with three levels. I also produced the intro animation and added a storyline to enhance the narrative.

🔗 Links: [Gameplay Video](#)





UNITY PROJECTS

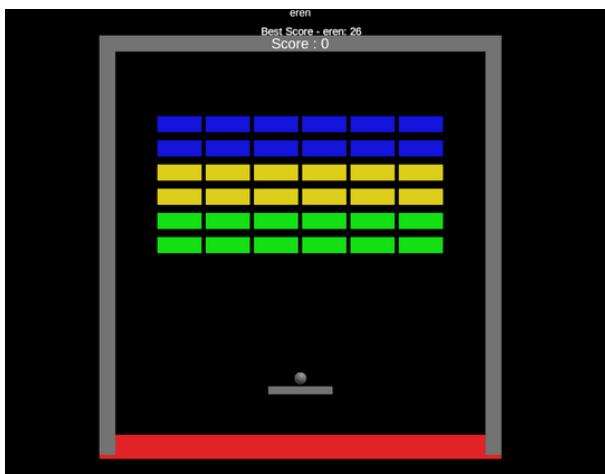


BASKETBALL COUNTER

Role: Game Developer

In Basketball Counter, I designed and programmed the game mechanics. I integrated physics-based ball interaction and the scoring system. I created a dynamic game structure that gradually increases the difficulty level. I optimized performance to ensure a fast and smooth gameplay experience.

🔗 Links: [WebGL Build](#) | [Github Repo](#)

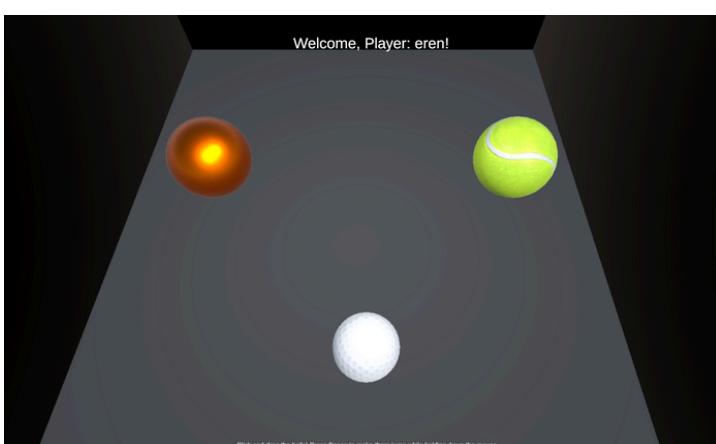


DATA PERSISTENCE

Role: Game Developer

I developed a data persistence system during the Unity Junior Programmer course to preserve player progress across sessions. Using JSONUtility, I implemented efficient data saving and loading, ensuring continuity and an improved user experience.

🔗 Links: [WebGL Build](#) | [Github Repo](#)



OOP

Role: Game Developer

In the OOP Programming Theory project I developed during my Unity Junior Programmer course, I applied inheritance, polymorphism, abstraction, and encapsulation principles to create a modular and sustainable structure. This project helped me gain experience in applying OOP to game development.

🔗 Links: [WebGL Build](#) | [Video](#)



ART

FEATURED 3D



FEATURED ILLUSTRATIONS

