

PORTFOLIO

2023-2024



IBRAHIM EREN KILISLI

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

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

 Date of Birth: 03.03.2000

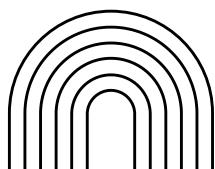
 Education: Software Engineering, Bahçeşehir University (Graduation: 02.2024)

 Languages: Turkish (Native), English (C1), German (A2)

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





UNREAL ENGINE PROJECTS



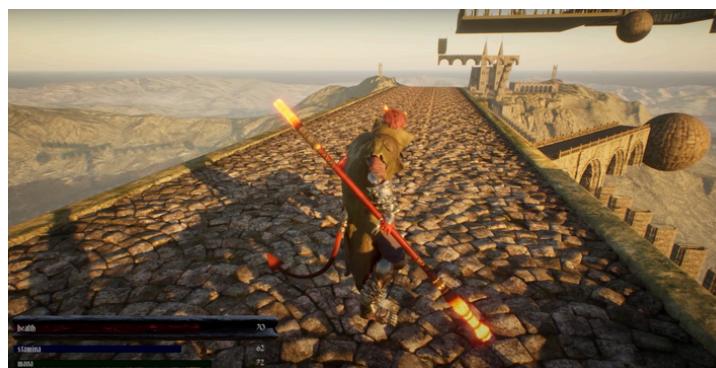
CHRONOBREAK

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: [Steam Page](#)

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

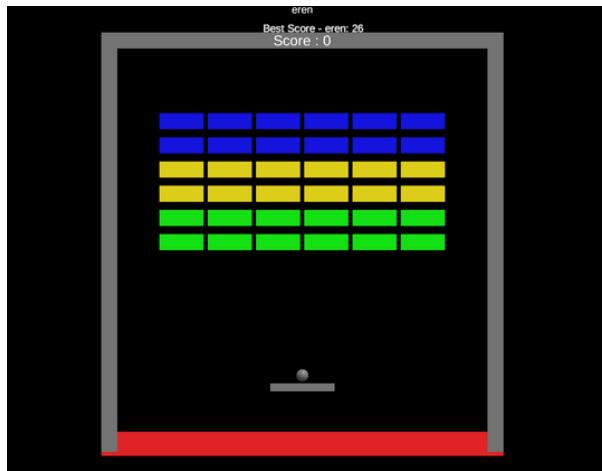


BASKETBALL COUNTER

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](#)

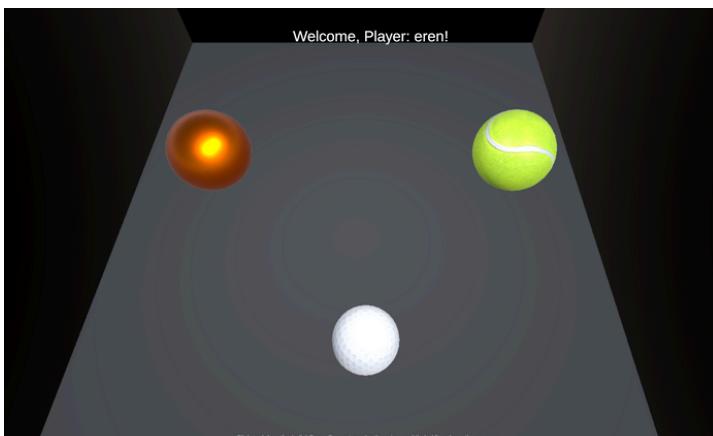


DATA PERSISTENCE

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.

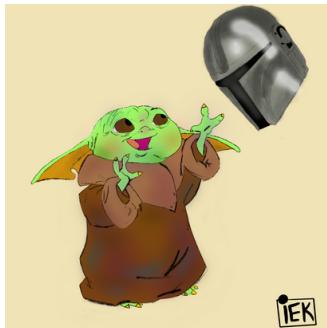
🔗 Links: [WebGL Build](#) | [Video](#)

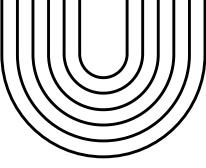
ART

FEATURED 3D



FEATURED ILLUSTRATIONS





I am passionate about software development, game design, and cinema. Beyond programming and game development, I love writing short film scripts and bringing stories to life, with my films being selected for festivals. This has allowed me to blend my technical expertise with creative storytelling, creating immersive experiences in both interactive media and film.

With ability in Unreal Engine, Unity, .NET, and C++, I focus on developing innovative and engaging digital experiences, always striving to push the boundaries of both technology and storytelling. I am willing to learn, experiment, and bring new ideas to life.

Programming

C++ (4/5), C# (3/5), Python (4/5), React (3/5), JavaScript (4/5), ABAP (3/5), SQL (3/5), HTML (4/5), CSS (5/5)

Game Engines

Unreal Engine (4/5), Unity (3/5)

Software & Tools

Blender (4/5), Procreate (5/5), Adobe Photoshop (3/5)
Adobe Premiere (5/5), MS Office (4/5), Figma (4/5)

Technical Expertise

Game Design (5/5), Data Analysis (3/5), Product Management (4/5), Level Design (3/5), UI/UX Design (3/5)

Languages

English (5/5), Turkish (5/5), German (3/5)

