Ibrahim Eren Kilisli

Product Manager and Game dev

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About Me

Adaptable, product-minded engineer with a creative streak. Comfortable across game engines, app and web, happiest when code, design, and product sit at the same table. I enjoy cross-functional teams, clear goals, and fast learning loops.

Education

Master of Information Technology Management **Berlin School of Business and Innovation**	10/2025 - Present Berlin, Germany
BSc Software Engineering **Bahcesehir University**	08/2019 - 02/2024 Istanbul, Turkiye

Experience

Junior Game Developer — 04/2025 - 08/2025, Istanbul, Turkiye
Playable Factory
- Built interactive **HTML5 playable ads** with JavaScript and **Pixi.js**; tuned for smooth mobile performance.
- Worked closely with Product on scope and quick A/Bs.

Junior Game Developer — 11/2023 - 06/2024, Istanbul, Turkiye
Tigloos Games
- Developed and optimized gameplay mechanics, AI systems, and UI/UX using Unreal Engine and C++
- Improved real-time rendering, physics interactions, and animation blueprints for better performance and player immersion.

Product Manager — 01/2022 - 11/2023, Istanbul, Turkiye
Rezinn
- Led **product strategy** and **roadmap execution**, aligning features with user needs and business objectives.
- Managed **cross-functional collaboration** with Development, Marketing, and Design teams, ensuring on-time product delivery.
- Oversaw **budget allocation**, **resource planning**, and **risk management** to optimize operational efficiency.
- Hands-on: contributed to the dev team with small features/bug fixes and API integrations; joined sprint planning and code reviews.

Software Engineering Intern — 05/2023 - 10/2023, Istanbul, Turkiye
HBB
- Structured and analyzed post-earthquake datasets using **SQL**, **Python**, and **Power BI**.
- Built interactive dashboards for data-driven decision-making in public service recovery efforts.

Projects

Chronobreak (Unreal Engine, Cinematics, Game Development)
Watch video: https://drive.google.com/file/d/1xL5qI-jqCTmLKcYju3eunqMI3opknEpB/view?usp=sharing
Built core gameplay and UE5 real-time cinematics/trailers in early incubation, using rendering/animation pipelines to boost storytelling and player engagement.

Damned Ape (Unreal Engine, AI, Cinematics, Game Design)
Watch video: https://youtu.be/5CH33vEIWk0?si=c4L4AFu-OCv16FOQ
Built advanced movement (wall-running, curved surfaces), AI enemies with stamina/mana, and cinematic levels to deliver fluid, narrative-driven gameplay.

Skills

Product: Roadmaps, discovery, A/B testing, KPIs, user research

Engineering: C++ / C# / Python, JavaScript, REST APIs, SQL, Git

Game: Unreal Engine (C++/Blueprints), Unity (C#), Pixi.js, Three.js, gameplay/AI

Data Analytics: SQL modeling, Power BI, Tableau, Google Analytics

Tools: Jira, Confluence, Figma, Notion, GitHub

Media: Davinvi Resolve, Premiere, Blender

Language

English: C1

German: A2

Turkish: Native

Certifications

Data Visualization with Python | IBM
https://www.coursera.org/account/accomplishments/certificate/W2DZ95U94K6J
Implemented data visualization techniques using **Matplotlib**, **Seaborn**, and **Folium** to craft compelling data stories. Created various charts and plots for data-driven insights.

AI Fundamentals with IBM | Cisco
https://www.credly.com/badges/35ce44fd-9229-4e1a-9057-53826ee31f7d/linked_in_profile
Gained foundational knowledge in Artificial Intelligence, covering **Machine Learning, NLP, Computer Vision, Deep Learning, and AI Ethics**. Developed beginner-level skills in designing ethical, data-driven AI applications.

Full Stack Front-End Development with Docker Bootcamp | techcareer.net
https://verified.sertifier.com/tr/verify/54021810616958/
Built responsive web interfaces using **HTML, CSS, Bootstrap, and JavaScript**. Gained hands-on experience in containerizing front-end apps with Docker and deploying scalable full-stack environments.

Unity Junior Programmer | Unity Technologies
https://www.credly.com/badges/fa8d6c90-89cf-40ba-8f06-558f4e39c3ff/linked_in_profile
Mastered OOP principles in **Unity (C#)** for secure, modular, and scalable development. Optimized performance, debugged runtime issues, and applied best practices in Unity Scripting API and Git version control.