IBRAHIM EREN KILISLI

ABOUT

Versatile Software Engineer with a strong foundation in software development, product management, and data analytics. Skilled in C++, C#, Python, SQL, and data visualization tools, with experience in game development, real-time rendering, and AI systems using Unreal Engine and Unity. Adept at performance optimization, debugging, and writing scalable, modular code to enhance user experience. Passionate about delivering engaging, immersive experiences through innovative solutions and iterative development.

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Links
Portfolio Linkedin Github
Personal Website

WORK EXPERIENCE

TIGLOOS GAMES   11/2023 - 06/2024
Game Developer
- 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.

REZINN TEKNOLOJI VE TICARET A.S   01/2022 - 04/2024
Product Manager
- 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.

Software Engineer
- Developed and optimized **scalable mobile app features**, focusing on performance, security, and maintainability.
- Integrated **APIs**, optimized **databases**, and improved **system scalability**, enhancing app performance.
- Led **sprint planning**, **backlog refinement**, and **debugging**, ensuring high-quality software delivery.

HATAY METROPOLITAN MUNICIPALITY   06/2023 - 10/2023
Data Analyst Intern
- 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

Damned Ape (Unreal Engine, AI, Cinematics, Game Design) - [Watch Video]
- Engineered **advanced player mechanics** (wall-running, curved surfaces) to create fluid, responsive movement.
- Developed AI-driven **enemy behavior**, integrating **stamina/mana systems** for strategic combat encounters.
- **Designed levels** and produced **cinematic animations**, enhancing narrative-driven gameplay.

Chronobreak (Unreal Engine, Cinematics, Game Development) - [Steam Page]
- Developed and implemented **core gameplay mechanics** as an **Unreal Engine Developer** during the early incubation phase.
- Created high-quality **cinematic sequences** and trailers, leveraging real-time rendering and animation pipelines to enhance storytelling and player engagement.

Basketball Counter (Unity, OOP, Data Persistence) - [Github] [WebGL Build]
- Built physics-based gameplay systems with real-time ball interactions and dynamic scoring mechanics in **Unity (C#)**.
- Applied **OOP principles** and **data persistence**, ensuring scalable, modular game architecture and player progress tracking.
- **Optimized performance** and **memory allocation**, reducing latency and improving gameplay smoothness.

CERTIFICATIONS

Data Visualization with Python | IBM | [Credential]
- Implemented data visualization techniques using **Matplotlib**, **Seaborn**, and **Folium** to craft compelling data stories. Created various charts and plots for data-driven insights.

Unity Junior Programmer | Unity Technologies | [Credential]
- **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.

Project Management Fundamentals | TNC Group | [Credential]
- Developed expertise in **project management**, **agile frameworks**, and **risk management** for efficient execution.
- **Applied stakeholder communication** and **digital transformation** strategies in business workflows.
- Integrated **marketing strategies** and new media trends into project planning.

EDUCATION

Bahcesehir University   08/2019 - 02/2024

- B.Sc. in Software Engineering

SKILLS

Software Development & Engineering
- Programming Languages: C++, C#, Python, SQL
- Software Architecture: OOP, Design Patterns, API Development, Data Structures & Algorithms
- Optimization & Debugging: Performance Tuning, Multi-threading, Memory Management
- Data Processing & Visualization: ETL Pipelines, Power BI, Tableau, Matplotlib, Seaborn

Game Development
- Engines & Tools: Unreal Engine (Blueprint & C++), Unity (C#), Gameplay Scripting
- AI & Game Mechanics: State Machines, Behavior Trees, AI Pathfinding, Animation Systems
- Rendering & Physics: Shader Programming, Collision Detection, Physics Simulations

Soft Skills
- Product Lifecycle Management: Roadmap Development, Agile, Feature Prioritization, MVP Planning
- Soft Skills: Problem-Solving, Decision-Making, Leadership, Strategic Thinking, Communication
- Languages: English (Fluent), German (A2), Turkish (Native)