

Furkan Kilicaslan

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Education

- University of Southern California

M.S. Computer Science (Fulbright Scholar)

Los Angeles, CA

Expected May 2021

- Bahcesehir University

B.S. Computer Engineering

B.S. Genetics & Bioinformatics

Istanbul, Turkey

Completed June 2019

- Berlin Technical University (Exchange)

B.S. Computer Science

Berlin, Germany

Completed March 2019

- University of Hertfordshire (Exchange)

B.S. Computer Science

Hertfordshire, United Kingdom

Completed June 2017

Technical Skills

- Programming Languages:

C++, C#, Python, Javascript, Unix

- Tools:

Git, Unreal Engine, Unity, Photoshop,
Blender, Substance

- Web Technologies:

HTML, CSS, JS, React

Honors & Awards

2019 – 2021 Fulbright Master's Scholar

2014 – 2019 Government Tuition

Scholarship

Trivia

Played 10.000+ hours of video games

Got my bike crushed by a tank

Visited Chernobyl Nuclear Power Plant

Backpacked through Spain

Work Experience

- Level Designer at Liquidators

Los Angeles, CA, September 2019 - Present

I lead level design for the USC Film School Thesis Project, Liquidators. I design and place props in collaboration with the game designers and artists as well as providing guidance for the art team.

- Data Science Intern at Anryze

Kyiv, Ukraine, July 2018 – August 2018

Researched denoising models, scripted various audio processing material and adapted a CNN based denoising model for the in-house speech to text module.

Projects

- Rungag

Designed, programmed and co-led a platformer game using Unity with a team of 5. It has been demonstrated on university publicity events.

I programmed the character controls and animations as well as the core game loop.

- Canceled Endless Runner Game

This was a project within an ambitious student entrepreneurship organization. I was responsible for player and camera controls. It was canceled due to organization issues within the team.

Coursework

- Medieval Prime

A medieval themed, risk-based endless runner game currently under development for my class "Mobile Social Games". I am the captain of our team of six and I am responsible from game design and engineering.

- Game Studio

Prepared a Game Design Document for a novel game idea and pitched it to the class. The game featured unique parallel universe mechanics.

- Mobile Computing

Built a math-ed game for iOS using Swift.

- Advanced Programming

Programmed a console-based battleship game in Java.

- Game Development with CryEngine

Designed a playable island level using only the materials available from the CryEngine library. The level utilized the state of the art techniques used in level design.