

# FURKAN KILICASLAN

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[www.klcsln.com](http://www.klcsln.com) | <https://github.com/Klcsln> | [www.linkedin.com/in/klcsln/](http://www.linkedin.com/in/klcsln/)

## EDUCATION

### UNIVERSITY OF SOUTHERN CALIFORNIA

#### *M.S. in Computer Science*

Los Angeles, CA  
2019-2021

- Fulbright Master's Scholar, 1 out of ~70 scholars from the Fulbright Turkey cohort of 2019

### BAHCESEHIR UNIVERSITY

#### *B.S. in Genetics & Bioinformatics, Double Major in Computer Engineering*

Istanbul, TR  
2014-2019

- Two times participant of Erasmus Exchange Program; Major in Computer Science, University of Hertfordshire (2017), UK and Major in Computer Science, Berlin Technical University (2018), DE
- Member of BAU IO Organization, an independent software development club, co-leading a small game development team

## WORK EXPERIENCE

### TREYARCH

#### Audio Software Engineering Intern

Los Angeles, CA  
5/2021-9/2021

- Programming new features for internal audio development tools.
- Designing and developing a multiplayer game mode.
- Improving core sound engine features for *Call of Duty* engine such as vehicle environment interaction sounds.

### TALEWORLDS ENTERTAINMENT

#### Software Engineering Intern

Ankara, TR  
6/2020-9/2020

- Prototyped and implemented gameplay features, modules, and systems for *Mount & Blade: Bannerlord II*.
- Developed in-house tools for the design team, standardizing XML data source formats.
- Directed and programmed a cinematic prototype to be used as a benchmark for a major chip manufacturing company.

## PROJECTS

### THE TRIALS OF SNOWSHOE THOMPSON

#### Sound Design Lead & Audio Programmer

Los Angeles, CA  
2020-Present

- Managing the audio production pipeline from sound design to gameplay implementations.
- Programming all SFX, Music and Mixer implementations in Unity with C#.
- Creating and ensuring the right vision for game audio needs, communicating with other team leads and production.

### LIQUIDATORS (+96% Positive Reviews on Steam)

#### Level Design Lead

Los Angeles, CA  
2019-2020

- Led level design for the USC Film School Thesis Project, Liquidators, as well as providing guidance with technical issues.
- Designed and tested levels, from prototyping and blocking out to level dressing and prop placements.
- Mentored teammates on level design and Unreal Engine 4 workflows.

## COURSEWORK

**Game Engine Development:** Developed frustum culling, gameplay and an audio engine with 3D spatial audio and digital signal processing capabilities using FMOD C++ API for a basic 3D game engine.

**Medieval Prime:** Designed and programmed a medieval themed, risk based endless runner game in Unity leading a team of four engineers and two product managers, mixing elements of town building with endless runner games.

**Game Studio:** Designed a 2D game with parallel universe mechanics, prepared a game design document and pitched to class.

**Mobile Computing:** Developed a math education game for kids on iOS using Swift.

**Game Development with CryEngine:** Designed an island game level using CryEngine 3 utilizing state of the art level design methods and standard library assets.

## ADDITIONAL INFORMATION

**About Me:** Got my bicycle crushed by a tank, backpacked alone through Spain, Visited Chernobyl Nuclear Power Plant, Played over 5000 hours of video games

**Technical Skills:** C++, C#, Python, Javascript, Lua, Bash, PS4 Development, Unreal Engine, Unity, FMOD, Blender, Substance, Git, Perforce, Audacity, 3D Math, JIRA, Agile, Visual Studio Debugging, React, Node.js, Windows Forms

**Languages:** Turkish (Native), English (Fluent), German (Basic), Spanish (Basic), Polish (Basic)