

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, 2014-2019

- Berlin Technical University (Exchange)

B.S. Computer Science

Berlin, Germany, 2018

- University of Hertfordshire (Exchange)

B.S. Computer Science

Hertfordshire, United Kingdom, 2017

Technical Skills

- Programming Languages:

C++, C#, Python, Javascript, Bash

- Tools & Technologies:

Unreal Engine, Unity, Blender, Substance,
Git, Perforce, Audacity, FMOD, 3D Math

- Web Technologies:

HTML, CSS, JS, React, Node.js

Honors & Awards

2019 – 2021 Fulbright Master's Scholar

2019 – 2020 Dean's Master's Scholarship

About Me

Played 5.000+ hours of video games

Got my bike crushed by a tank

Visited Chernobyl Nuclear Power Plant

Backpacked through Spain

Courses

Analysis of Algorithms - Game Studio –

Mobile Social Games – Advanced Game

Project – Game Engine Development –

Software Engineering Analysis and Design

Work Experience

- Software Engineer Intern at Taleworlds Entertainment

Ankara, Turkey, June 2020 – August 2020

Prototyped and implemented features and modules for *Mount & Blade: Bannerlord II*. Scripted inhouse tools for the design team to standardize data sources. Directed and scripted a benchmark cinematic prototype for a major chip manufacturing company.

Projects

- Sound Design Lead & Audio Programmer at

The Trials of Snowshoe Thompson

I lead the sound team, managing audio production pipeline. I also program all SFX and music implementations. I work with audio mixers and C# in Unity Engine to create the right atmospheric soundscape for our game.

- Level Design Lead – Liquidators (%96 on Steam at 20k+ Downloads)

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

- Rungag

Designed, programmed and co-led a platformer game using Unity with a team of 5. I programmed the character controls and animations as well as the core game loop.

Coursework

- Game Engine Development

I've built frustum culling, custom gameplay and an audio engine with 3D spatial audio and digital signal processing capabilities using FMOD C++ API for a barebones game engine provided by our lecturer.

- Medieval Prime

A medieval themed, risk-based endless runner game developed in Unity for my class "Mobile Social Games". I was the lead of our team of six and I was in charge of design, engineering and production.

- Game Studio

Prepared and pitched a game design document to class. The game featured unique parallel universe mechanic embedded into gameplay.

- Mobile Computing

Built a math education game for iOS using Swift.

- Game Development with CryEngine

Designed an island level using the materials available from the CryEngine library utilizing state of the art techniques in level design.