

# 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, XAudio2, 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

## Trivia

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.

### **- 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

### **- Sound Design Lead & Audio Programmer at The Trials of Snowshoe Thompson**

I work closely with narrative and engineering teams to build an immersive soundscape for our friction based adventure game. I'm responsible from all audio implementation and the management of sound production processes.

### **- Level Design Lead – Liquidators (15k Downloads on Steam)**

I lead level design for the USC Film School Thesis Project, Liquidators. I designed levels and managed asset placements in collaboration with game designers and artists while 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

### **- 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 responsible for design, engineering and production.

### **- 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.

### **- Game Development with CryEngine**

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