FURKAN KILICASLAN

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Software Engineer experienced in gameplay, engine and audio programming along with system, level and technical design

EXPERIENCE

Software Engineer, Taleworlds Entertainment   **Feb 2022 – Present**
- Developing gameplay features and systems in C# and C++ for Mount and Blade II: Bannerlord.
- Fixing bugs and crashes from live and internal reports.
- Iterating on ideas collaborating with design, engine, UI and art teams.
- Maintaining existing systems, refactoring and participating in code reviews using Plastic SCM and JIRA

Audio Software Engineering Intern, Treyarch   **May 2021 – Aug 2021**
- Extended core sound engine features for Call of Duty engine in C++ focusing on vehicle sound systems.
- Programmed new features for internal development tools and worked on various bugfixes.
- Designed and developed a multiplayer game mode using a proprietary scripting language.

Software Engineering Intern, Taleworlds Entertainment   **Jun 2020 – Aug 2020**
- Developed gameplay features, modules, systems and tools for Mount & Blade II: Bannerlord.
- Automated xml formatting for the design team.
- Designed and implemented the first performance benchmark scene prototype currently used in the game.

EDUCATION

University of Southern California, M.S. Computer Science   **2019 – 2021**
- Fulbright Master's Scholar, 1 out of ~70 scholars from the Fulbright Turkey cohort of 2019

Bahcesehir University, B.E. Computer Engineering, B.S. Genetics & Bioinformatics   **2014 – 2019**
- Erasmus+ participant at University of Hertfordshire, UK (2017) & Berlin Technical University, DE (2018)

PROJECTS

The Trials of Snowshoe Thompson   **2020 - 2021**
- Managed the audio production pipeline from sound design to gameplay implementations.
- Programmed all SFX, Music and Mixer implementations in Unity with C#.
- Created and strived to ensure the right vision for game audio needs, in communication with other team leads.

Liquidators (+95% Positive Reviews on Steam)   **2019 - 2020**
- Led level design for the USC Film School Thesis Project, Liquidators.
- 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 features and an audio engine with 3D spatial audio and digital signal processing capabilities using FMOD C++ API for a 3D game engine
- **Mobile Social Games:** Designed and programmed a medieval themed 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 Development with CryEngine:** Designed an island-themed game level using CryEngine and it's visual scripting tool, FlowGraph.

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, Console Development, Unreal Engine, Unity, FMOD, Blender, Substance, Git, Perforce, Plastic SCM, 3D Math, JIRA, Agile, Visual Studio, React, Node.js
- **Languages:** Turkish (Native), English (Fluent), German (Basic), Spanish (Basic), Polish (Basic)