**Furkan Kilicaslan**Los Angeles, CA | [www.linkedin.com/in/klcsln/](http://www.linkedin.com/in/klcsln/) | 213 275 7509 | [www.klcsln.com](http://www.klcsln.com)   
[furkankilicaslan@gmail.com](mailto:furkankilicaslan@gmail.com) | https://github.com/Klcsln

**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.