

# FURKAN KILICASLAN

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I'm a Software Engineer experienced in gameplay, engine and audio systems programming. I also have an eye for level and technical game design as well as various experiences in the past with machine learning, web and mobile development.

## EXPERIENCE

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### Gameplay Programmer, IO Interactive

Jul 2023 – Present

- Developing gameplay systems for the upcoming James Bond game Project 007.
- Implementing gameplay features in C++ for 3Cs mainly working on the camera systems.
- Ensuring project milestones are reached in collaboration with relevant teams using JIRA and Perforce.

### Software Engineer, Taleworlds Entertainment

Feb 2022 – June 2023

- Developed gameplay features and systems in C# and C++ for Mount and Blade II: Bannerlord.
- Fixed numerous bugs and crashes from live and internal reports to increase stability and player satisfaction.
- Iterated on gameplay ideas collaborating with design, engine, UI and art teams.
- Maintained 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

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### 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

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### 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

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- **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

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- **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)