

AYBIKE KILIC

ABOUT ME

Enthusiastic software developer keen on learning, unlearning and relearning. A good team player who enjoys challenges and overcoming them. An analytical thinker with good problem-solving skills. Worked with C++ for desktop applications, familiar with commonly used game engines and APIs.

Portfolio: www.aybike-kilic.com

Technical Skills: C++, C#, Unity, OpenGL, Qt, Visual Studio, Git, Dear ImGui.

WORK EXPERIENCE

Programming Mentee | Ubisoft Leamington, UK

10/2023 – 01/2024

- Using the provided C++ API, developed a game from scratch under guidance of an expert programmer.
- Explored concepts such as finite state machines, collision detection and handling, object pooling, artificial intelligence pathfinding, entity component systems, object component systems.
- Applied design patterns and commonly used algorithms in game development.

Software Engineer | Simsoft Information Technologies, Turkey

06/2022 – 06/2023

- Worked mainly using C++ and Qt as a UI programmer.
- Maintained and developed a ship bridge simulation software that was part of a big codebase.
- Performed code refactoring and optimization to improve performance.
- Partnered with senior engineers to apply best practices and write clean, reliable, reusable code.
- Took part in architectural design of new features.
- Discussed technical strategies with senior engineers and managers.
- Conducted presentations on development state, design and architecture of new features.
- Performed well under high pressure during deployment and patching of product.
- Mentored and assisted newcomers in getting familiar with the technology, code base and environment.
- Instructed interns and trained new team members.

Software Engineering Intern | Simsoft Information Technologies, Turkey

01/2022 – 05/2022

- Worked with C++, QML and Qt on a ship bridge simulation software, both on frontend and backend.
- Took responsibility for a different development area when team was short staffed.
- Took over interface design and development. Learned and used QML for design in short time to ensure project's success.
- Performed tests on client hardware, analysed performance and presented findings to team.
- Created scripts to automate installation tasks on client hardware.
- Made presentations about the product as part of marketing/public relations.
- Performed at a developer level despite being an intern, quickly adapted to codebase and environment.
- Started making contributions to project within a month of joining.

PROJECTS

The Tank Game (C++/OpenGL)

09/2023 – 11/2023

- Made a 3D game on a basic OpenGL engine with C++.
- Implemented concepts such as primitive shapes, texture mapping, terrain generation based on a height map, collision detection and handling, physics-based movement, camera techniques, artificial intelligence with finite state machines.

Numerous Game Jams (C#/Unity)

2021 – Ongoing

- Enjoy participating in game jams whenever possible.
- Published games for 8 game jams using Unity and C#.

- Met and worked with people from different countries and disciplines, honed soft skills as well as technical skills.
- Specifically proud of Nightwatch and Beware the Mines.
- Nightwatch: Required a complex system of interactables, inventory and objectives, was an enjoyable challenge.
- Beware the Mines: Led and had full responsibility for programming. Implemented the gameplay and AI enemy behaviour in 48 hours.

EDUCATION

City, University of London, UK **MSc Computer Games Technology** 2023-2024

- Key modules: Computer Games Architectures (C++/SFML), Computer Graphics (C++/OpenGL), OOP in C++, Advanced Games Technology (C++/OpenGL), Games Development Process (C#/Unity), VR Development (C#/Unity).

Istanbul Okan University, Turkey **BSc Computer Engineering (3.2/4.0)** 2018-2022

- Key modules: Software Engineering, Data Structures, Algorithm Analysis.
- Member of Computer Engineering Society and Children's Rights Society.
- Received scholarship for success in university entrance exams.

CONTACT & LINKS

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