AYBIKE KILIC

aybikekilic7@gmail.com

Links: https://www.linkedin.com/in/akilic/ | https://github.com/akilic9 | https://euruss.itch.io/

ABOUT ME

I am an enthusiastic software developer keen on learning, unlearning and relearning. A good team player who enjoys challenges and an analytical thinker with good problem-solving skills. I have worked with C++ for desktop applications, and I am familiar with game engines. I am currently nearing the end of a master's degree in game development and looking for programming or engineering positions in an environment that can provide challenges.

WORK EXPERIENCE

Software Engineer   **Simsoft Information Technologies, Turkey**   06/2022 – 06/2023

- Worked on development of simulation software.
- Maintained and developed products using C++ and Qt.
- Performed code refactoring and optimization to improve performance.
- Partnered with senior engineers to apply best practices and write clean, reliable, reusable code.
- Took responsibility for a different development area when team was short staffed, temporarily took over frontend development to ensure project's success.
- Mentored and assisted newcomers in getting familiar with the technology, code base and environment.

Software Engineering Intern   **Simsoft Information Technologies, Turkey**   01/2022 – 05/2022

- Worked on development of simulation software using C++ and Qt.
- Performed tests on client hardware, its relationship with the product and new features. Analysed performance and presented findings to team.
- Created scripts to automate installation tasks on client hardware.

PROJECTS

Capture The Planets   09/2023 – 01/2024
As a mentee under Ubisoft's Develop at Ubisoft programming mentorship program, I created a 2D game from scratch using the provided C++ API. During the process I was guided by one of Ubisoft's senior programmers and explored concepts such as finite state machines, collision detection and handling, object pooling, artificial intelligence pathfinding, entity component systems.

The Tank Game   09/2023 – 11/2023
As coursework for Advanced Games Technology module during my masters, I made a 3D game using a basic OpenGL engine with C++. Concepts I implemented include 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   2021 – Ongoing
I enjoy participating in game jams whenever possible. So far, I have completed and published games for 8 game jams. I enjoy working on game jam projects with a team, which allowed me to meet and work with people from different countries and disciplines, honing my soft skills as well as my technical skills.

A couple game jam titles that I am specifically proud of are Nightwatch and Beware the Mines. Nightwatch required a complex system of interactables, inventory and objectives. I had a great time coming up with solutions for the system. Beware the Mines, on the other hand, was the first jam game where I took lead and had full responsibility for the programming side. I implemented the gameplay and came up with a quick AI enemy behaviour, which I am proud of how it turned out considering it was a 48-hour jam.

All game jam projects can be found and played on the web through the itch.io link shared on top of the page.

EDUCATION

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

- Key modules: Computer Games Architectures, Computer Graphics, OOP in C++.

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.

KEY SKILLS

Languages: English (C1), Turkish (Native).

Technical Skills: C++, C#, Unity, OpenGL, Qt.