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 simulation software products.
- 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 with C++ and Qt on a simulation software.
- 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

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.
- Completed and published games for 8 game jams using Unity and C#.
- Collaborated in teams, 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.

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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