

# AYBIKE KILIC

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

## ABOUT ME

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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.

## KEY SKILLS

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

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

## WORK EXPERIENCE

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### Programming Mentee

Ubisoft Leamington, UK

10/2023 – 01/2024

- Created a 2D game named Capture the Planets from scratch using the provided C++ API, under guidance of an expert programmer, as a mentee in Ubisoft's Develop at Ubisoft Mentorship Program's programming track.
- 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 on development of simulation software, specifically on UI programming.
- 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

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### 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 using Unity and C#. 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

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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).

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.