Kenan Bölükbaşı

Keran Davidov

Software Engineer, Game Developer & Designer, Architect

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Summary of Qualifications

Software Engineer with in-depth knowledge in 3D scene description, surface representation and processing. Highly experienced in compiled languages, and low-level debugging. Highly experienced in project pipeline and tools development. Experienced in project management.

Previously: Game developer, and designer, Blender 3D specialist, Blender Foundation Certified Trainer. Theoretical and applied knowledge in design and media.

Personal Details

Citizenship	EU (Bulgarian), Turkish
Driver's licence	B Class

Education

2005 – 2017	**Architecture (B.Arch.)** *Istanbul Technical University, ITU School of Architecture, İstanbul*
2001 – 2005	**High School (Science and Math)** *Nilüfer Milli Piyango Anatolian High School, Bursa*

Conferences & Workshops

Talks & Lectures

2017	**Introduction to Modern Computer Graphics** *ITU School of Architecture, Taşkışla, İstanbul*
2016	**Toxicity in Gaming: Negative Effects of Prioritizing Player Motivation in World Design** *ITU School of Architecture, Taşkışla, İstanbul*
2014	**Prototyping & Optimizing Game Asset Workflow** *Blender Conference, Amsterdam*
2014	**Automated Sprite Rendering System in Blender** *Libre Graphics Meeting, Leipzig*
2014	**Blender Python Programming Workshop** *BlendFX Studios, Leipzig*

Participation

2021	**SIGGRAPH** *Attendee, Virtual*
2021	**DigiPro and The Pipeline Conference** *Attendee, Virtual*
2021	**CppCon** *Attendee, Virtual*
2021	**Game Developers Conference** *Attendee, Virtual*
2015	**Game Developers Conference Europe** *Volunteer, Cologne*

Work Experience

Weta Digital (WetaFX), Wellington Jan 2018 – [cont'd]

Software Engineer

Software Engineer at Pipeline Department.

- Development and integration of various technologies for visual effects pipelines.
- Development of visual effects artist focused tools, developer focused tools and software libraries.

6x13 Games, İstanbul Jan 2015 – Dec 2017

Founder, Project Leader & Developer

Project leader. Game design and development. Graphic design and game asset creation. Prototyping, pipeline optimization.

- Game design, game & level editor development, project lead, graphics and user interface design of Twiniwt, the innovative, free to play symmetrical movement puzzle. Globally featured on both AppStore and Play Store.
- Project management & development of 1FPS Game Series. 4 mobile F2P games: 1FPS: Invaders, 1FPS: Vacuum, 1FPS: Fastfood, 1FPS: Graffiti[WIP]
- Cocos2d-x based in-house cross-platform game framework.
- Design, development and artwork of WreckJumper[WIP], forced-perspective sci-fi TBS with dynamic puzzle elements.
- Visualization module for an architectural research project (for evolutionary-algoritm driven facade generation) at ITU.
- Development of Fossicker, open source asset prospector.
- Guest lecturer for M.Arch., M.Sc. in Design Computing courses and B.Arch. design studios at ITU.

Ekseriya Studios, İstanbul Aug 2013 – Jan 2015

Graphics Department Lead & TD

Decision making on graphics technology and workflow. Tools and pipeline development. Prototyping. Asset shading, lighting.

- Asset pipeline automation system (import, lighting, rendering, compositing & atlas) for mobile RTS, Silicon Wars.
- Environment art and map editor for Riot Defense game.
- Pseudo 3D graphics R&D for Football Wizard game.

Freelance, İstanbul Jun 2011 – Feb 2014

Visualization Artist

Archviz for various firms. Modeling & rendering of office furniture catalog of Bürosit as well as indoor visualizations.

Efor Events & Simmetrico, Baku Aug 2011 – Sep 2011

Assistant Site Manager

Construction site management of a large steel structure for the wedding event of Azerbaijani President's daughter, in a multinational (Italian, Turkish & Azerbaijani) environment.

Efor Events, İstanbul Jul 2010 – Apr 2013

Event Supervisor

Workflow & stage manager. Major events: Windows 8 Turkey Launch, Kenan Doğulu concert, VIP trip to Czech Republic. Clients: Microsoft, TeliaSonera, Huawei, Volvo, Doğuş, Soyak.

Aşçıoğlu İnşaat, İstanbul Sep 2009 – Nov 2009

Assistant Site Manager, Internship

Application supervision at Acıbadem Hospital building of Selenium Twins (BJK Süleyman Seba Complex) construction site.

SOFTWARE SKILLS [🎒 USE | </> EXTEND | 🎓 TEACH]

PROGRAMMING LANGUAGES & FRAMEWORKS

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▰▰▰▰▰	</> 🎓	**C / C++**
▰▰▰▰▰	</> 🎓	**Python**
▰▰▰▰▰	</> 🎓	**Common Lisp, Scheme**
▰▰▰	</> 🎓	**x86 Assembly**
▰▰▰	</> 🎓	**LLVM**
▰▰▰	</> 🎓	UNIX / Shell
▰▰▰▰▰	</> 🎓	TeX / LaTeX Systems
▰▰▰	</> 🎓	Lua, HTML5

DEVELOPMENT TOOLS & LIBRARIES

▰▰▰▰▰	</> 🎓	**Emacs**
▰▰▰▰	</> 🎓	**Visual Studio**
▰▰▰▰	</> 🎓	**GCC**, **Clang**, MSBuild
▰▰▰▰▰	</> 🎓	**GDB**, LLDB
▰▰▰	</> 🎓	Make, CMake
▰▰▰▰▰	</> 🎓	**Git** Version Control System
▰▰▰▰▰	</> 🎓	Doxygen, Org-Mode
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GRAPHICS & VFX SOFTWARE

▰▰▰▰▰	</> 🎓	**Blender 3D**
▰▰▰▰▰	</> 🎓	**USD**
▰▰▰▰▰	</> 🎓	**GIMP**, **Inkscape**, ImageMagick
▰▰▰▰	</> 🎓	**AutoCAD**, **DraftSight**
▰▰▰	</> 🎓	Houdini
▰▰▰	</> 🎓	Maya

OPERATING SYSTEMS

▰▰▰▰▰	</> 🎓	**GNU/Linux**
▰▰▰▰▰	</> 🎓	**Windows**
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SOFTWARE PROJECTS

2021 NOP Mode
A code annotation and navigation system, designed to be supported by IDE and editor plugins. Aims to improve code navigation for reading code.

2017 Twiniwt Mobile Game, 6x13 Games
An innovative symmetrical movement puzzle. Globally featured on the AppStore Puzzle and Board categories, as well as Play Store Indie Highlights and Indie Corner. It works on all popular mobile and desktop platforms. Written in C/C++, using Cocos2d-x.

2016 1FPS Retro Game Series, 6x13 Games
4 games that work on all popular mobile and desktop platforms. Written in C++, using Cocos2d-x.

2015 Fossicker, The Asset Prospector, 6x13 Games
An asset generator that regexp over asset name to create relevant dummies. Powerful plugin system relies on CLOS and Context Oriented Programming.

2014 Riot Game Map Editor, Ekseriya
Map editor, importer/exporter that lets users both define and tile assets on a grid, export & raytrace the scene. Uses Blender Game Engine and Python.

2013 Sprite Automation System, Ekseriya
A system for automated game asset creation workflow. Uses Python, Blender3D (BPY) and Bash.

2012 CL-IES
Common Lisp parser/reader and writer for IESNA LM-63 Photometry Standard files.

COMMUNICATION SKILLS

ENGLISH

- Listening: C2 (Mastery)*
  Reading: C2 (Mastery)*

- Spoken Interaction: C2 (Mastery)*
  Spoken Production: C2 (Mastery)*

- Writing: C2 (Mastery)*

- Prep Class – Nilüfer Milli Piyango Anatolian High School
  Technical English Course – ITU
  Academic Essay Writing Course – ITU
  Research Paper Writing Course – ITU

- Lives and works in Wellington, New Zealand since 2018. Previously, VIP event supervision in various countries.

TURKISH

- Native Speaker

(*) Common European Framework of Reference for Languages

ADDITIONAL INFORMATION

HOBBIES	Walking, Computer Science, Technology Blogging, Literature, Charcoal Drawing
COMMUNITIES	Free / Libre & Open Source Software, Blender Network, Lisp Game Development

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