# Kenan Bölükbaşı - *Game Developer*

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## SUMMARY OF QUALIFICATIONS

Theoretical and applied knowledge in programming, design and media. Broad experience in project management. Experience in 3D (mesh, solid & CAD), 2D (raster, vector), and parametric graphics as well as asset pipelines and tools development. Blender 3D specialist (Blender Foundation Certified Trainer)

## PERSONAL DETAILS

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| CITIZENSHIP | EU (Bulgarian), Turkish |
| DATE & PLACE OF BIRTH | 28th January 1987, Bulgaria |

## EDUCATION

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|---|---|
| 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* |

## COMMUNICATION SKILLS

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|---|---|
| ENGLISH | Mastery (CEFR: C2) |
| TURKISH | Native Speaker |

## HIGHLIGHTS

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|---|---|
| 2017 | **Introduction to Modern Computer Graphics** *Guest Lecturer, ITU School of Architecture, İstanbul* |
| 2017 | **Twiniwt Mobile Game, 6x13 Games** *Innovative symmetrical movement puzzle. Globally featured on AppStore (Turkey Home, Puzzle, Board) & Play Store Indie Highlights. Cocos2d-x, C and C++.* |
| 2016 | **1FPS Retro Game Series, 6x13 Games** *4 mobile arcade games. Cocos2d-x, C++.* |
| 2016 | **Architecture Program Senior Design Project** *Architect, ITU School of Architecture, İstanbul* |
| 2015 | **Game Developers Conference EU 2015** *Conference Associate, UBM Tech, Cologne* |
| 2015 | **Fossicker, The Asset Prospector, 6x13 Games** *Designer & Programmer, Development Tool* |
| 2014 | **Prototyping & Optimizing Game Asset Workflow** *Speaker, Blender Conference, Amsterdam* |
| 2014 | **Automated Sprite Rendering System in Blender** *Speaker, Libre Graphics Meeting, Leipzig* |
| 2014 | **Blender Python Programming Workshop** *Moderator, BlendFX Studios, Leipzig* |
| 2014 | **Riot Game Map Editor, Ekseriya** *Blender Game Engine and Python.* |
| 2013 | **2.5D Sprite Automation System, Ekseriya** *Python, Blender3D and Shell.* |

## WORK EXPERIENCE

Game developer for the last 5+ years. Organizational planning and international event management for 4 years.

### 6X13 GAMES, İSTANBUL — JAN 2015 – [ CONT'D ]
### *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.
- Project management & development of 1FPS GAME SERIES. 4 free to play handheld console games. The titles are:
  - 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.
- Data structure design & development of the visualization module for a research project, FAÇADE, 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. Workflow optimization software development. Game asset creation, shading and lighting. Pipeline integration and prototyping.

- Pipeline automation system for mobile RTS, SILICON WARS.
- Environment art and map editor for RIOT DEFENSE game.
- 2.5D graphics R&D for FOOTBALL WIZARD game assets.

## SOFTWARE SKILLS    [ ⧉ USE | </> MODIFY | 🎓 TEACH ]

### PROGRAMMING LANGUAGES

| Level | | Skill |
|---|---|---|
| ▨▨▨▨ | </> 🎓 | **C / C++** |
| ▨▨▨▨▨ | </> 🎓 | **Common Lisp, Scheme** |
| ▨▨▨▨▨ | </> 🎓 | **Python, Shell, Factor** |
| ▨▨▨ | </> 🎓 | Lua, HTML5 |

### DEVELOPMENT TOOLS & LIBRARIES

| Level | | Skill |
|---|---|---|
| ▨▨▨▨▨ | </> 🎓 | **Emacs** |
| ▨▨▨▨▨ | </> 🎓 | **Cocos2d-x Game Engine (C++)** |
| ▨▨▨▨ | </> 🎓 | **VS, Xcode, Android Studio** |
| ▨▨▨ | </> 🎓 | **Compilers & Debuggers** |
| ▨▨▨▨▨ | </> 🎓 | Git Version Control System |
| ▨▨▨▨▨ | </> 🎓 | **Doxygen, Org-Mode, Pandoc** |

### GRAPHICS SOFTWARE

| Level | | Skill |
|---|---|---|
| ▨▨▨▨▨ | </> 🎓 | **Blender 3D, Inkscape, GIMP** |
| ▨▨▨▨▨ | </> 🎓 | **ImageMagick, FFMpeg** |
| ▨▨▨ | </> 🎓 | 3D Studio Max, Maya |