

# Kenan Bölükbaşı

Керан Андреев Давидов | Keran Andreev Davidov

## Game Developer & Designer, CG Generalist, Architect

🏠	İSTANBUL - TURKEY
☎	+ 90 (542) 5362620
📧	KENANBOLUKBASI
✉	KENANB@6X13.COM
✉	KENANBOLUKBASI@GMAIL.COM
🌐	🔗 KENANB.COM 🔗 6X13.COM ⚙️ BFCT
📱	MOBILE: 🍏 🌐 🖥️ DESKTOP: 🖥️ 🌐
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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

CITIZENSHIP	Turkish, Bulgarian
DRIVER'S LICENCE	B Class
DATE & PLACE OF BIRTH	28th January 1987, Bulgaria

### EDUCATION

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

### CONFERENCES & WORKSHOPS

#### TALKS GIVEN

2016	<b>Toxicity in Gaming: Negative Effects of Prioritizing Player Motivation in World Design</b> <i>ITU School of Architecture, Taşkışla, İstanbul</i>
2014	<b>Prototyping &amp; Optimizing Game Asset Workflow</b> <i>Blender Conference, Amsterdam</i>
2014	<b>Automated Sprite Rendering System in Blender</b> <i>Libre Graphics Meeting, Leipzig</i>
2014	<b>Blender Python Programming Workshop</b> <i>BlendFX Studios, Leipzig</i>
2011	<b>AudioSpaces LiveCoding Workshop</b> <i>ITU School of Architecture, Taşkışla, İstanbul</i>

#### PARTICIPATION

2015	<b>Game Developers Conference EU 2015 (Cologne)</b> <i>UBM Tech</i>
2014	<b>Blender Conference (Amsterdam)</b> <i>Blender Foundation</i>
2014	<b>Libre Graphics Meeting (Leipzig)</b> <i>LGM Crew</i>
2014	<b>Blender Python Workshop (Leipzig)</b> <i>Kenan Bölükbaşı</i>
2011	<b>IAF Compositing Workshop (İstanbul)</b> <i>Özgür Gülbir</i>

### WORK EXPERIENCE

#### 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.

- Design, development and artwork of **WRECKJUMPER** [WIP], forced-perspective sci-fi TBS with dynamic puzzle elements.
- Game design, development, project management, graphics and user interface design of **TWINIWT**, the **globally featured** 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.
- Data structure design and development of the visualization module for an architectural research project, **FAÇADE**, at ITU. It generates facades using evolutionary algorithms.
- Development of **FOSSICKER**, open source asset prospector.
- Invited industry participant at some Architectural Design Computing Master's Program classes 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.

- 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 assets.

#### 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 İlham Aliyev's daughter, in a multinational (Italian, Turkish & Azerbaijani) environment.

#### SOSYALMEDYA.CO, İSTANBUL FEB 2011 – MAR 2012 Author

Tech industry reports. Column in monthly e-journal. Interview with former Turkey & MEA Marketing Manager of Google.

#### 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.

#### AŞÇIOĞLU 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.

#### ALPO ENGINEERING, İSTANBUL MAR 2007 – MAY 2007 3D Artist

Technical drawings, archviz, urban planning modeling.

