

Kenan Bölükbaşı

Керан Андреев Давидов | Keran Andreev Davidov

Game Developer & Designer, CG Generalist, Architect

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

CONFERENCES & WORKSHOPS

TALKS GIVEN

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

PARTICIPATION

2015	Game Developers Conference EU 2015 (Cologne) <i>UBM Tech</i>
2014	Blender Conference (Amsterdam) <i>Blender Foundation</i>
2014	Libre Graphics Meeting (Leipzig) <i>LGM Crew</i>
2014	Blender Python Workshop (Leipzig) <i>Kenan Bölükbaşı</i>
2011	IAF Compositing Workshop (İstanbul) <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, game & level editor development, project lead, 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.

PROJECTS & RECOGNITION

PROGRAMMING PROJECTS

- 2017 **Twiniwt Mobile Game, 6x13 Games**
An innovative symmetrical movement puzzle. Globally featured in the AppStore Puzzle and Board categories as well as the AppStore Turkey homepage. It works on all popular mobile and desktop platforms. Uses modified Cocos2d-x game engine, C and C++.
- 2016 **1FPS Retro Game Series, 6x13 Games**
4 games that work on all popular mobile and desktop platforms. Uses customized Cocos2d-x and C++.
- 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.
- 2013 **Hy Programming Language Blender Integration**
Blender Python Module that adds HyLang support and lets users interactively script Blender using Hy.
- 2012 **CL-IES**
Common Lisp parser/reader and writer for IESNA LM-63 Photometry Standard files.
- 2011 **TwitGraph**
CL bubble diagram generator. Searches & visualizes relationships among a #hashtag and its neighbours.

DESIGN PROJECTS

- 2016 **ITU Architecture Program Senior Design Project**
Habitation for Syrian refugees, with a focus on integration and employment, in Süleymaniye, İstanbul.
- 2014 **StumpWM Window Manager & HyLang Logos**
Winner of StumpWM Official Logo Design Contest. Official logo design of Hy Programming Language.
- 2010 **Çankaya Ulvi Cemal Erkin Concert Hall & Cultural Center Architectural Design Competition**
Participation (with Gülsev Özbelen & Gizem Kaya)
- 2010 **Nooka International Watch Design Competition**
Participation with Nooka Ploog-In Design
- 2009 **Akçansa Concrete Ideas Competition**
Finalist (with Büşra Atabek)

COMMUNICATION SKILLS

ENGLISH

- Listening: C2 (Mastery)*
Reading: C2 (Mastery)*
- Spoken Interaction: C2 (Mastery)*
Spoken Production: C1 (Advanced)*
- Writing: C2 (Mastery)*
- Prep Class – Nilüfer Milli Piyango Anatolian High School
Technical English – ITU
Academic Essay Writing – ITU
Research Paper Writing – ITU
- Work experience in Baku in a multinational environment for a month. Ensuring communication among Italian, Turkish, Azerbaijani and other parties.
Work experience in Prague for two weeks.
Guidance to several VIP clients including top government officials and corporate executives.
Constant interaction with foreign English speakers via technical/social platforms and mail.

AZERBAIJANI

- Listening: B2 (Upper intermediate)*
Reading: B1 (Intermediate)*
- Spoken Interaction/Production: A2 (Elementary)*
- Writing: A1 (Beginner)*
- Work experience for a month in Baku.
Several organizations with Azerbaijani clients.
































































TURKISH

- Native Speaker


































(*) Common European Framework of Reference for Languages

SOFTWARE SKILLS | USE | MODIFY | TEACH |

















































GRAPHICS SOFTWARE

-        **Blender 3D**
-        **Inkscape**
-        **ImageMagick, FFMpeg**
-        **GIMP, Photoshop**
-        3D Studio Max, Maya
-        **BI & Cycles Renderers**
-        Luxrender, Yafaray
-        **AutoCAD, DraftSight**
-        Luminance HDR

PROGRAMMING LANGUAGES

-       **C / C++**
-        **Common Lisp, Scheme**
-        **Python, Factor**
-        UNIX / Shell
-       Lua, HTML5

























DEVELOPMENT TOOLS & LIBRARIES

-       **Emacs**
-       **Visual Studio**
-       GCC, Clang, MSBuild
-       **GDB, LLDB, Valgrind**
-       Make, CMake, Gradle
-       Git Version Control System
-       **Cocos2d-x Game Engine (C++)**
-       Xcode, Android Studio

OPERATING SYSTEMS

-       **GNU/Linux (Arch, Debian)**
-       **Windows XP/7/8/10**
-       **macOS**

DOCUMENTATION UTILITIES

-       **T_EX / L_AT_EX Systems**
-       **Org-Mode, Markdown**
-       **Doxygen, Pandoc**
-       MS Office, Libre Office, Scribus

ADDITIONAL INFORMATION

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