

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

CITIZENSHIP	EU (Bulgarian), Turkish
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>

COMMUNICATION SKILLS

ENGLISH	Mastery (CEFR: C2)
TURKISH	Native Speaker

HIGHLIGHTS

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

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

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

DEVELOPMENT TOOLS & LIBRARIES

		Emacs
		Cocos2d-x Game Engine (C++)
		VS, Xcode, Android Studio
		Compilers & Debuggers
		Git Version Control System
		Doxygen, Org-Mode, Pandoc

GRAPHICS SOFTWARE

		Blender 3D, Inkscape, GIMP
		ImageMagick, FFMpeg
		3D Studio Max, Maya