

Kenan Bölükbaşı

Keran Davidov

Software Engineer, Game Developer & Designer, Architect

İSTANBUL - TURKEY
KENANBOLUKBASI@GMAIL.COM
KENANB.COM 6X13.COM
WINDOWS: ITCH.IO
KENANBOLUKBASI
KENANB 6X13

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.

PERSONAL DETAILS

CITIZENSHIP EU (Bulgarian), Turkish
DRIVER'S LICENCE B Class

EDUCATION

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

COMMUNICATION SKILLS

ENGLISH Mastery (CEFR: C2)
TURKISH Native Speaker

HIGHLIGHTS

FILM CREDITS

2019 **Avengers: Endgame**
Weta Digital - Technology and Research

CONFERENCE TALKS & WORKSHOPS

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**
BlenderFX Studios, Leipzig

SOFTWARE PROJECTS

2021 **NOP Mode**
A code annotation and navigation system.
2017 **Twiniwt Mobile Game, 6x13 Games**
Innovative symmetrical movement puzzle. *Featured on AppStore & Play Store Indie Highlights.* C++.
2016 **1FPS Retro Game Series, 6x13 Games**
4 mobile arcade games. C++.
2015 **Fossicker, The Asset Prospector, 6x13 Games**
Designer & Programmer, Development Tool

WORK EXPERIENCE

UNITY MAR 2022 – [CONT'D]
Software Engineer WELLINGTON

Software Engineer at Weta Digital - Pipeline Department.

WETA DIGITAL | WETA FX JAN 2018 – MAR 2022
Software Engineer WELLINGTON

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 JAN 2015 – DEC 2017
Founder, Project Leader & Developer İSTANBUL

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-algorithm driven facade generation) at ITU.
- Development of **FOSSICKER**, open source asset prospector.

EKSERIYA STUDIOS AUG 2013 – JAN 2015
Graphics Department Lead & TD İSTANBUL

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.

SOFTWARE SKILLS [USE | MODIFY | TEACH]

PROGRAMMING LANGUAGES

C / C++
 Common Lisp, Scheme
 Python, UNIX Shell

DEVELOPMENT TOOLS & LIBRARIES

Emacs
 Visual Studio
 Compilers & Debuggers
 Git Version Control System

GRAPHICS SOFTWARE

Blender 3D
 USD
 GIMP, Inkscape, ImageMagick
 Maya, Houdini