

# 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 | <b>Architecture (B.Arch.)</b><br><i>Istanbul Technical University, ITU School of Architecture, İstanbul</i> |
| 2001 – 2005 | <b>High School (Science and Math)</b><br><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><br><i>ITU School of Architecture, Taşkışla, İstanbul</i> |
| 2014 | <b>Prototyping &amp; Optimizing Game Asset Workflow</b><br><i>Blender Conference, Amsterdam</i>  |
| 2014 | <b>Automated Sprite Rendering System in Blender</b><br><i>Libre Graphics Meeting, Leipzig</i>  |
| 2014 | <b>Blender Python Programming Workshop</b><br><i>BlendFX Studios, Leipzig</i>  |
| 2011 | <b>AudioSpaces LiveCoding Workshop</b><br><i>ITU School of Architecture, Taşkışla, İstanbul</i>  |

#### PARTICIPATION

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

### WORK EXPERIENCE

**6X13 GAMES, İSTANBUL** JAN 2015 – [ CONT'D ]  
**Founder, Project Leader & Developer**

Project leader. Game design & development. Graphics design and game asset creation. Prototyping & workflow optimization.

- Game design, artwork and development of WreckJumper (WIP), a forced-perspective top-down turn-based strategy game with dynamic puzzle elements in a sci-fi theme.
- Game design, development, project management, graphics & user interface design of Twiniwt, the **globally featured** symmetrical movement puzzle.
- Project lead and development of 1FPS Game Series.
- Development of a Cocos2d-x based generic infrastructure to use for cross-platform mobile projects.
- Data structure design and development of the visualization module for an architectural research project at ITU. It aims to develop facades using evolutionary algorithms.
- Development of Fossicker, open source asset prospector.
- Guest speaker at several 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.

- Development of an asset workflow & automation system (capable of lighting, rendering, compositing and atlas generation) for a mobile real-time strategy game project.
- Environment art and map editor development for a tower defense game.
- Prototyping and automation of pseudo-3D asset generation for a football game.

**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**

Managing the construction site of a large steel structure for the wedding event of daughter of İlham Aliyev, the President of Azerbaijan, in a multinational (Italian, Turkish and Azerbaijani) environment.

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

Tech industry-specific reports and news. Opinion pieces in monthly electronical journal. An interview with Mustafa İçil, former Turkey & MEA Regional Marketing Manager of Google.

**EFOR EVENTS, İSTANBUL** JUL 2010 – APR 2013  
**Event Supervisor**

Designing event visuals, workflow and stageflow management. Events include: Microsoft Windows 8 Turkey Launch, Kenan Doğulu concert, trip to the Czech Republic as part of VIP event. Customers include: Microsoft, TeliaSonera, Huawei, Volvo, Doğuş Holding, Soyak.

**AŞÇIOĞLU İNŞAAT, İSTANBUL** SEP 2009 – NOV 2009  
**Assistant Site Manager, Internship**

Application supervision at Acıbadem Hospital building of Selinium 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 customized Cocos2d-x game engine. Written in C and C++.*
- 2016 **1FPS Retro Game Series, 6x13 Games**  
*3 games that work on all popular mobile and desktop platforms. Uses customized Cocos2d-x and C++.*
- 2014 **Riot Game Map Editor, Ekseriya**  
*Map editor and importer/exporter that lets users tile predefined custom assets on a scene, exporting it and raytracing the scene using Blender Internal Renderer. Written in Python using Blender GE.*
- 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**  
*Parser/reader and writer for IESNA (Illuminating Engineering Society of North America) LM-63 Photometry Standard files. Written in Common Lisp.*
- 2011 **TwitGraph**  
*2D diagram generator that searches and visualizes the relationships among #hashtags based on a starting point, namely a #hashtag. Written in Common Lisp.*

### 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 customers 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)\*
- A2 (Elementary)\*
- A1 (Beginner)\*
- Work experience for a month in Baku.  
Several organizations with Azerbaijani customers.

### TURKISH

- Native Speaker

(\*) Common European Framework of Reference for Languages

## SOFTWARE SKILLS

### 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<sub>E</sub>X / L<sub>A</sub>T<sub>E</sub>X 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, Factor Language Development