

Kenan Bölükbaşı

Keran Davidov

Software Engineer, Game Developer & Designer, Architect

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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. Theoretical and applied knowledge in design and media.

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

2021 **NOP Mode**
A code annotation and navigation system, designed to be supported by IDE and editor plugins. Aims to improve code navigation for reading code.
2017 **Introduction to Modern Computer Graphics**
Guest Lecturer, ITU School of Architecture, Istanbul
2017 **Twiniwt Mobile Game, 6x13 Games**
Innovative symmetrical movement puzzle. Globally featured on AppStore (Turkey Home, Puzzle, Board) & Play Store Indie Highlights. Cocos2d-x, C and C++.
2016 **1FPS Retro Game Series, 6x13 Games**
4 mobile arcade games. Cocos2d-x, C++.
2015 **Fossicker, The Asset Prospector, 6x13 Games**
Designer & Programmer, Development Tool
2014 **Prototyping & Optimizing Game Asset Workflow**
Speaker, Blender Conference, Amsterdam
2014 **Automated Sprite Rendering System in Blender**
Speaker, Libre Graphics Meeting, Leipzig
2014 **Blender Python Programming Workshop**
Moderator, BlendFX Studios, Leipzig
2014 **Riot Game Map Editor, Ekseriya**
Blender Game Engine and Python.

WORK EXPERIENCE

WETA DIGITAL (WETA FX), WELLINGTON JAN 2018 – [CONT'D]
Software Engineer

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, İSTANBUL JAN 2015 – DEC 2017
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. 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.
- 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. 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.
- Pseudo 3D graphics R&D for FOOTBALL WIZARD 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