

Kenan Bölükbaşı

Keran Davidov

Software Engineer, Game Developer & Designer, Architect

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WINDOWS: ITCH.IO:
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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

CONFERENCES & WORKSHOPS

TALKS & LECTURES

2017 **Introduction to Modern Computer Graphics**
ITU School of Architecture, Taşkışla, İstanbul
2016 **Toxicity in Gaming: Negative Effects of Prioritizing Player Motivation in World Design**
ITU School of Architecture, Taşkışla, İstanbul
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**
BlendFX Studios, Leipzig

PARTICIPATION

2021 **SIGGRAPH**
Attendee, Virtual
2021 **DigiPro and The Pipeline Conference**
Attendee, Virtual
2021 **CppCon**
Attendee, Virtual
2021 **Game Developers Conference**
Attendee, Virtual
2015 **Game Developers Conference Europe**
Volunteer, Cologne

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.
- Guest lecturer for M.Arch., M.Sc. in Design Computing courses and B.Arch. design studios at ITU.

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

Graphics technology and workflow decisions. Tools & 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.

FREELANCE JUN 2011 – FEB 2014
Visualization Artist İSTANBUL

Architectural and product visualization for various firms.

EFOR EVENTS & SIMMETRICO AUG 2011 – SEP 2011
Assistant Site Manager BAKU

Construction site management of the steel structure built for a VIP event.

EFOR EVENTS JUL 2010 – APR 2013
Event Supervisor İSTANBUL

























Workflow & stage manager for major events. Clients include: Microsoft, TeliaSonera, Huawei, Volvo.

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

























Application supervision at construction of hospital building of Selenium Twins complex.

SOFTWARE SKILLS [USE | EXTEND | TEACH]



















PROGRAMMING LANGUAGES & FRAMEWORKS

			C / C++
			Python
			Common Lisp, Scheme
			x86 Assembly
			LLVM
			UNIX / Shell
			T_EX / L^AT_EX Systems
			Lua, HTML5

DEVELOPMENT TOOLS & LIBRARIES

			Emacs
			Visual Studio
			GCC, Clang, MSBuild
			GDB, LLDB
			Make, CMake
			Git Version Control System
			Doxygen, Org-Mode
			Xcode, Android Studio

GRAPHICS & VFX SOFTWARE

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

OPERATING SYSTEMS

			GNU/Linux
			Windows
			macOS

SOFTWARE PROJECTS

2021	NOP Mode <i>A code annotation and navigation system, designed to be supported by IDE and editor plugins. Aims to improve code navigation for reading code.</i>
2017	Twiniwt Mobile Game, 6x13 Games <i>An innovative symmetrical movement puzzle. Globally featured on the AppStore Puzzle and Board categories, as well as Play Store Indie Highlights and Indie Corner. It works on all popular mobile and desktop platforms. Written in C/C++, using Cocos2d-x.</i>
2016	1FPS Retro Game Series, 6x13 Games <i>4 games that work on all popular mobile and desktop platforms. Written in C++, using Cocos2d-x.</i>
2015	Fossicker, The Asset Prospector, 6x13 Games <i>An asset generator that regexp over asset name to create relevant dummies. Powerful plugin system relies on CLOS and Context Oriented Programming.</i>
2014	Riot Game Map Editor, Ekseriya <i>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.</i>
2013	Sprite Automation System, Ekseriya <i>A system for automated game asset creation workflow. Uses Python, Blender3D (BPY) and Bash.</i>
2012	CL-IES <i>Common Lisp parser/reader and writer for IESNA LM-63 Photometry Standard files.</i>

COMMUNICATION SKILLS

ENGLISH

- Listening: C2 (Mastery)*
Reading: C2 (Mastery)*
- Spoken Interaction: C2 (Mastery)*
Spoken Production: C2 (Mastery)*
- Writing: C2 (Mastery)*
- Prep Class – Nilüfer Milli Piyango Anatolian High School
Technical English Course – ITU
Academic Essay Writing Course – ITU
Research Paper Writing Course – ITU
- Lives and works in Wellington, New Zealand since 2018.
Previously, VIP event supervision in various countries.

TURKISH

- Native Speaker

(*) Common European Framework of Reference for Languages

ADDITIONAL INFORMATION

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

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