# FURKAN KILICASLAN

furkankilicaslan@gmail.com • klcsln.com • linkedin.com/in/klcsln • Istanbul, TR

I'm a Software Engineer experienced in gameplay, engine and audio systems programming. I also have an eye for level and technical game design as well as various experiences in the past with machine learning, web and mobile development.

## EXPERIENCE

**Gameplay Programmer, IO Interactive**     **Jul 2023 – Present**
- Developing gameplay systems for the upcoming James Bond game Project 007.
- Implementing gameplay features in C++ for 3Cs mainly working on the camera systems.
- Ensuring project milestones are reached in collaboration with relevant teams using JIRA and Perforce.

**Software Engineer, Taleworlds Entertainment**     **Feb 2022 – June 2023**
- Developed gameplay features and systems in C# and C++ for Mount and Blade II: Bannerlord.
- Fixed numerous bugs and crashes from live and internal reports to increase stability and player satisfaction.
- Iterated on gameplay ideas collaborating with design, engine, UI and art teams.
- Maintained existing systems, refactoring and participating in code reviews using Plastic SCM and JIRA.

**Audio Software Engineering Intern, Treyarch**     **May 2021 – Aug 2021**
- Extended core sound engine features for Call of Duty engine in C++ focusing on vehicle sound systems.
- Programmed new features for internal development tools and worked on various bugfixes.
- Designed and developed a multiplayer game mode using a proprietary scripting language.

**Software Engineering Intern, Taleworlds Entertainment**     **Jun 2020 – Aug 2020**
- Developed gameplay features, modules, systems and tools for Mount & Blade II: Bannerlord.
- Automated xml formatting for the design team.
- Designed and implemented the first performance benchmark scene prototype currently used in the game.

## EDUCATION

**University of Southern California, M.S. Computer Science**     **2019 – 2021**
- Fulbright Master's Scholar, 1 out of ~70 scholars from the Fulbright Turkey cohort of 2019

**Bahcesehir University, B.E. Computer Engineering, B.S. Genetics & Bioinformatics**     **2014 – 2019**
- Erasmus+ participant at University of Hertfordshire, UK (2017) & Berlin Technical University, DE (2018)

## PROJECTS

**The Trials of Snowshoe Thompson**     **2020 – 2021**
- Managed the audio production pipeline from sound design to gameplay implementations.
- Programmed all SFX, Music and Mixer implementations in Unity with C#.
- Created and strived to ensure the right vision for game audio needs, in communication with other team leads.

**Liquidators (+95% Positive Reviews on Steam)**     **2019 – 2020**
- Led level design for the USC Film School Thesis Project, Liquidators.
- Designed and tested levels, from prototyping and blocking out to level dressing and prop placements.
- Mentored teammates on level design and Unreal Engine 4 workflows.

## COURSEWORK

- **Game Engine Development:** Developed frustum culling, gameplay features and an audio engine with 3D spatial audio and digital signal processing capabilities using FMOD C++ API for a 3D game engine
- **Mobile Social Games:** Designed and programmed a medieval themed endless runner game in Unity leading a team of four engineers and two product managers, mixing elements of town building with endless runner games
- **Game Development with CryEngine:** Designed an island-themed game level using CryEngine and it's visual scripting tool, FlowGraph.

## ADDITIONAL INFORMATION

- **About Me:** Got my bicycle crushed by a tank, backpacked alone through Spain, Visited Chernobyl Nuclear Power Plant, Played over 10000 hours of video games
- **Technical Skills:** C++, C#, CMake, Bash, Git, Perforce, Plastic SCM, 3D Math, JIRA, Console Development, Unreal Engine, Unity, FMOD, Blender, Substance, Agile, Visual Studio, React, Node.js, Lua, Python, Javascript
- **Languages:** Turkish (Native), English (Fluent), German (Basic), Spanish (Basic), Polish (Basic)