

# 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, execution engines, 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, İstanbul*

2001 – 2005 **High School (Science and Math)**  
*Nilüfer Milli Piyango Anatolian High School, Bursa*

## HIGHLIGHTS

### FILM CREDITS

2022 **Avatar: The Way of Water**  
*Wētā FX - Pipeline*

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**  
*BlendFX Studios, Leipzig*

## COMMUNICATION SKILLS

### ENGLISH

- IELTS General Training Test - 2023  
Overall Band Score 8.0 - Very Good User (CERF: C1\*)
- Prep Class – Nilüfer Milli Piyango Anatolian High School  
Technical English and Academic Writing Courses – ITU

### TURKISH

- Native Speaker

(\*) Common European Framework of Reference for Languages

## WORK EXPERIENCE

**UNITY - WETA DIGITAL** JUL 2022 – DEC 2023  
**Senior Software Engineer** WELLINGTON

Senior Software Engineer at Weta Digital - Engineering Department.

- Tech Lead of a key technology project during 2023.
- Supported artists directly during show delivery in 2022.

**UNITY - WETA DIGITAL** MAR 2022 – JUL 2022  
**Software Engineer** WELLINGTON

Software Engineer at Weta Digital - Pipeline Department.

**WETA DIGITAL** 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**<sup>[WIP]</sup>
- Cocos2d-x based in-house cross-platform game framework.
- Design, development and artwork of **WRECKJUMPER**<sup>[WIP]</sup>, 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** 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** JUL 2010 – SEP 2013  
**Event Supervisor** İSTANBUL

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



















PROGRAMMING LANGUAGES & FRAMEWORKS

-    **C / C++**
-    **Python**
-    **Common Lisp, Scheme**
-    **x86 Assembly**
-    **LLVM**
-    UNIX / Shell
-    T<sub>E</sub>X / L<sup>A</sup>T<sub>E</sub>X 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**  
*A code annotation and navigation system, designed to be supported by IDE and editor plugins. Aims to improve code navigation for reading code.*
- 2017 **Twiniwt Mobile Game, 6x13 Games**  
*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.*
- 2016 **IFPS Retro Game Series, 6x13 Games**  
*4 games that work on all popular mobile and desktop platforms. Written in C++, using Cocos2d-x.*
- 2015 **Fossicker, The Asset Prospector, 6x13 Games**  
*An asset generator that regex over asset name to create relevant dummies. Powerful plugin system relies on CLOS and Context Oriented Programming.*
- 2014 **Riot Game Map Editor, Ekseriya**  
*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.*
- 2013 **Sprite Automation System, Ekseriya**  
*A system for automated game asset creation workflow. Uses Python, Blender3D (BPY) and Bash.*
- 2012 **CL-IES**  
*Common Lisp parser/reader and writer for IESNA LM-63 Photometry Standard files.*

ADDITIONAL INFORMATION

HOBBIES Hiking, Computer Science, Technology Blogging, Literature, Charcoal Drawing

\*