

Volkan Ibeyli

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Skills

- **Languages** : C/C++, GLSL, HLSL. Also familiar with C#, Python
- **Graphics** : OpenGL4 & DirectX11, 3D Animation, PBR, Ray Tracing
Shadow Mapping, Deferred Shading, IBL, SSAO
- **Engines/Tools** : Unity3D, Unreal4, Visual Studio, NVIDIA NSight, Razor PS4
- **Other** : git. Also familiar with SVN, Linux, FBXSDK, Maya, GIMP

Professional Experience

Graphics Programming Intern, Confetti Special Effects (CA) Summer 2016

- Ported company's tech demo game to console (PS4) using the internal rendering framework
- Fixed several rendering bugs and visually improved a few demo scenes

Tools Programming Intern, MadByte Games (Istanbul, Turkey) Summer 2013

- Built a JSON editor using C# WinForms for internal usage

Academic Projects

3D Animation Renderer (C++/DirectX11) Fall 2016

- Imported FBX animations with FBXSDK and displayed it using VQS for smooth interpolation
- Implemented IK for reaching for an object using Cyclic-Coordinate Descent algorithm

UI Programmer, *Larina* – Hack 'n' Slash (Unreal Engine 4) Fall 2016

- Designed and implemented UI & HUD using the Blueprint system of the engine
- Created 2D menu and button art using GIMP

Graphics Programmer, *Unlit* – 2.5D Platformer (C++/OpenGL4) Spring 2016

- Designed, developed and optimized a physically-based (BRDF) 3D renderer
- Optimized the physical structure of the project that reduced the build times by up to 50%

VolkEngine 2D (C++/OpenGL) Fall 2015

- Wrote a math library for vector and matrix algebra and a deserializer for game objects
- Implemented a 2D renderer with mesh and collider drawing for debugging

ITUBot: StarCraft BroodWar AI (C++/BWAPI) Spring 2014

- Implemented, modified and analyzed an existing CSP algorithm using logic programming
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Education

M.Sc. Computer Science, DigiPen Institute of Technology, Redmond, WA May 2017

B.Sc. Computer Engineering, Istanbul Technical University, Istanbul, Turkey June 2014