

Volkan Ilbeyli

+1 (425) 829-3837
volkanilbeyli@gmail.com
<http://vilbeyli.github.io/>

<https://www.linkedin.com/in/volkanilbeyli/>
<http://stackoverflow.com/story/volkanilbeyli/>

Skills

- **Languages** : C/C++, GLSL, HLSL. Also C#
- **Graphics** : OpenGL4 & DirectX11, Animation, PBR, Shadow Mapping, Deferred Shading, IBL, SSAO
- **Engines/Tools** : Unity3D, UE4, Visual Studio, AMD CodeXL, NVIDIA NSight, Razor PS4
- **Other** : git, SVN, FBXSDK. Also some Linux

Internships

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

- Ported company's internal tech demo game to PS4 using the internal rendering framework
- Fixed several rendering bugs and visually improved a few demo scenes
- Extended the multi-platform support of the rendering framework

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

- Built a JSON editor using C# WinForms for internal usage
- Designed and developed a simple 2D-space-shooter game using Unity3D

Projects

Unlit (C++/OpenGL) Spring 2016

- Designed, developed and optimized a physically-based 3D renderer
- Optimized the physical structure of the engine that reduced the incremental build times by 50%

VolkEngine (C++/OpenGL) Fall 2015

- Wrote a math library for vector and matrix algebra to be used by graphics and physics systems
- Implemented a 2D renderer with mesh and collider drawing for debugging
- Developed a simple deserializer for game objects and archetypes

Missile Command VR (C#/Unity) Summer 2015

- Programmed trajectory physics and wrote scripts for animations, input & state management

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

- Implemented and modified an existing algorithm for a CSP using logic programming
- Analyzed and compared different optimization techniques for the solution

Education

M.Sc. Computer Science, GPA 3.62, DigiPen Institute of Technology, Redmond, WA May 2017

B.Sc. Computer Engineering, GPA 3.41, Istanbul Technical University, Istanbul, Turkey June 2014