
Personnel Information:

Şekip Kaan EKİN

Game Developer at Alictus

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Website: www.kaanekin.com

GitHub: <https://github.com/sekin72>

LinkedIn: www.linkedin.com/in/%C5%9Fekip-kaan-ekin-326646134/



Education:

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|-------------|--|
| 2014 – 2019 | B.Sc. Computer Engineering Bilkent University, Ankara, Turkey (Language of Education: English) |
| 2011 – 2014 | Macide – Ramiz Taşkınlar Science High School, Akhisar/Manisa, Turkey |
| 2010 – 2011 | Manisa Science High School, Manisa, Turkey |
| 2002 – 2010 | Misak-ı Milli Ali Şefik Primary School, Akhisar/Manisa, Turkey |

Languages:

Turkish: Native Speaker

English: Proficient

Programming Languages and Methodologies:

I am proficient and experienced in C#, Java, NoSQL and SQL, wrote most of my projects using these languages. I am also experienced with Scrum development methodology.

I have some experience in C++, Python and HTML, rest of my projects are written with them.

I have less experience in MATLAB, System Verilog, MIPS Assembly and MARS.

Courses Taken:

Algorithms and Programming I-II CS 101-102
Fundamental Structures of Computer Science I-II CS 201-202
Algorithms I CS 473
Object-Oriented Software Engineering CS319
Introduction to Machine Learning CS 464
Artificial Intelligence CS 461
Database Systems CS 353
Game Design and Research COMD 354
Software Engineering Project Management CS 413
Software Product Line Engineering CS 415
Application Lifecycle Management CS 453
Software Verification and Validation CS 458
Animation and Film/Television Graphics I-II GRA 215-216
Automata Theory and Formal Languages CS 476
Programming Languages CS 315
Digital Design and Computer Organization CS 223-224
Operating Systems CS 462
Principles of Engineering Management IE 400
Discrete and Combinatorial Mathematics MATH 132
Linear Algebra and Differential Equations MATH 225
Probability & Statistics for Engineers MATH 230

Programming and Game Development Tools:

I am mostly proficient and experienced with the following tools;

Visual Studio, Unity, Xamarin, Android Studio, JIRA, Git, Plastic SCM, GitHub, BuildBox, MySQL, Zenject

I have some experience in the following tools;

Codeblocks, JCreator, Eclipse, PyCharm, Atom, IntelliJ IDEA, XAMPP, Filezilla, Putty, Adobe Photoshop, Illustrator and After Effects, Gerrit

Skills:

- Able to work independently as well as in a team
- Adaptable to difficult working condition
- Learned to quickly assess situations and collaborate to find best practice solutions

Certificates:

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| 2019 | GGJ 2019 |
| 2018 | GGJ 2018 |
| 2017 | GIST Developers Conference 2017 |
| 2017 | 2th Bilkent Political Thinking Convention |
| 2014 | ICT Summit Now 2013 |

Scholarships:

2014 Fall - Present %50 Scholarship from Bilkent University

Committee Memberships:

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| September 2015 – February 2017 | Bilkent Foxes Quidditch Team (Position: Chaser) |
| October 2015 – February 2017 | Secretary at Bilkent Quidditch Society |

References:

- Armağan Yavuz,

Manager and Co-Founder of Taleworlds Entertainment, Ankara

<https://www.linkedin.com/in/armagan-yavuz-29504b10/>

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- Berat Ceren Üstündağ

Game Developer and Head of Campaign Team at Taleworlds Entertainment, Ankara

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Technical Experience & Projects:

My portfolio and more information about the projects can be found at:

<http://www.kaanekin.com/projects.html>

- Intern game developer at TaleWorlds Entertainment (2017 July - 2018 September)

In summer, me and a group of 4 interns worked on an already started mobile game project. We mostly fixed bugs and added a couple of features. Before the semester started, I asked and accepted to continue my internship. Since then, I added more features, worked on the GUI and the UI of the same project by myself.

At the start of my second year, I have been accepted to the campaign team of the Mount & Blade II: Bannerlord. My given objectives were mostly fixing small bugs related to quests and conversations. Later on, I refactored some of the hotkeys of the game and helped the team to get the game ready for Gamescom 2018.

- Intern game developer at Creasaur Entertainment (2019 June - 2019 September)

In this internship, I worked in a group of 5 people, 1 graphical designer, 1 level designer and 3 developers. Using Unity as our game engine, we worked on a couple of mobile hyper-casual game prototypes. After selecting one we completed it in 1 month. Named "Flashball: Glow Out" went to user experience test in USA, England and Canada mobile app stores. Then we moved on to a mobile idle game which we worked on until the end of the internship. Project was already designed by the company's game designers. We implemented the game's mechanics as much as we can before finishing our internship. Screenshots and more information can be found at my website.

- Global Game Jam ATOM 2019: Keeper of the Grove

Keeper of the Grove is a game that we tried to implement the elements of a RPG. Me and my friends were running a Dungeons and Dragons campaign at home and for this year's theme "What home means to you", we were inspired from our game and decided to make a story for a druid. Player's objective is to keep the balance between the nature and the human's society. Project was created by using Unity. More information can be found at:

<https://globalgamejam.org/2019/games/keeper-grove>

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- Global Game Jam ATOM 2018: Dance of Legacies

Dance of Legacies is a game that we tried to implement the elements of a competitive game. This year's theme "Transmission" gave us the idea of passing cultures to one another and we decided to make a competitive game where player's objective is to pass their culture to more people than the competitor and save their culture from extinction. Project was created by using Unity. More information can be found at:

<https://globalgamejam.org/2018/games/dance-legacies>

- Ludum Dare 45: ZeroToHero

When people come together in game jams, they don't have any idea of the theme and they don't have anything. Then perfect jammers come together, learn the theme and they try to produce magnificent games. Developed in Ludum Dare 45 with Theme: Start with nothing

<https://c4nert.itch.io/zerotohero>

- "Six!", "Sand Balls" and "Collect Cubes" Clones

These projects were created as job application demos and each were finished under 48 hours. They were made in Unity and in C#. Codes and gameplay videos can be found at my website.

<https://github.com/sekin72/CollectCubesClone>

<https://github.com/sekin72/Six-Clone>

<https://github.com/sekin72/Sand-Balls-Clone>

- WeCover (Senior Design Project)

This project's aim is to bring people together who carry similar musical taste and want to have fun by sharing videos that they might record or create by combining other people's sharing's. WeCover is meant to be an entertaining social media application with unique video recording and sharing abilities to make the users have fun, socialize and express their feelings with music. The core feature of this application is its ease of content creation and sharing them, which users can use its all capabilities to make music and have fun doing it. Project was created on Android Studio, written in Java. More information can be found at:

<http://cs491-492-projects.bilkent.edu.tr/WeCover/>

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- Community RTS Engine (2018 Summer Semester)

We, as a group have decided to serve various subgenres of Real time strategy games (RTS) games and create an engine capable of producing differing types of RTS games seeing as many have a huge set in common across many platforms.

With the aforementioned in mind, we have opted to create a real time strategy game engine that allows us to create at least 3 different types of RTS games, appealing to different consumers with different interests and needs. Building on a core engine which provides the core graphical assets, animations, movement and interaction mechanics, static maps and aesthetic style, we designed three games as follows; Commander, Kingdom Builder & Spells and Battlefields.

https://github.com/sekin72/Community_RTS_Engine

- Left for F (2018 Spring Semester)

Left 4 F is a turn based RPG game where you try to graduate from Bilkent CS department. Throughout your journey you encounter many homeworks, assignments, projects and professors. Your goal is to defeat them with your knowledge and graduate without getting F's.

<https://github.com/sekin72/2A.Left-For-F>

- Fall Ywon & Elward (2017 Fall Semester)

Ywon & Elward is an Adventure-Survival RPG game where Ywon is trying to save Elward from Niflheim who was sent there for his cowardness in battle. Being profoundly in love with Elward, Ywon decides to undergo a dangerous and life-threatening odyssey in order to save him from Niflheim.

https://github.com/Group2L/cs319-2_group2L

- BetBall Database Management Project (2018 Fall Semester)

Betball.com is a web-based social betting platform in which users can bet on football and basketball matches. The website will be used by people who want to bet on several football and basketball matches, create slips of bets and gamble with these slips on football and basketball matches. Moreover, users can also get socialized in the website by commenting to matches and bet slips, and joining chat rooms to debate about the matches.

<https://github.com/sekin72/Database-Betting-Project>

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- Football Database Management (2018 Spring Semester)

In this project, our group will design and implement a football database system for a website which holds and shows informations about football community. For the user interface, we plan to use CSS, HTML and JavaScript. In order to manage data easily, we are using MySQL.

<https://sekin72.github.io/>

- Sentiment Analysis for Amazon Fine Foods Reviews (2019)

Amazon and similar e-commerce websites are used vastly for online shopping purposes and these websites allow their users to write reviews about the products or services they received. These reviews have significant influence on the other users while deciding to buy a product or not. Therefore, it is valuable information to know the essence of a specific product's reviews. Furthermore, a classification made by the information gathered from these reviews can be applied to services such as product summary and product recommendation system. In this project, we intend to classify the usefulness of each product by studying their reviews using different learning models. We have implemented Linear Regression, Logistic Regression, Naive Bayes (Gaussian, Multinomial and Bernoulli), k-NN, SVM, Decision Tree, Random Forest, Neural Networks and AdaBoost. To implement the algorithms, Python scikit-learn library is used.

https://github.com/boranyldrm/CS464_Project

- Einstein Crossword Puzzle Solver (2017 Fall Semester)

A cross-word puzzle solver for fulfilling the requirements of course project of CS 461-Artificial Intelligence.

https://github.com/alonge/Einsten_CrosswordPuzzleSolver

Personal Interests:

- Playing video games
- Playing and Game Mastering Fantasy Role Playing games
- Playing bass, electric and acoustic guitar
- Reading comics and mangas
- Watching TV shows, cartoons and animes
- Crossfit