

Bulut Karakaya

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Career Objective

To show that games can be made in Turkey too.

Work Experience

Sept 2010 – Present

Gameplay Programmer – Gravi, Istanbul, Turkey

- Worked on [SurFact](#), an interactive play ground which features various mini-games and effects to draw customers attention. I was responsible for developing all the games and effects using C++ and HGE.
- Responsible for designing and developing various multi-touch applications.
- Responsible for meeting with clients and coming up with new interaction ideas that suits their requirements and expectations.

Aug 2009 – Dec 2009

Teaching Assistant – Carnegie Mellon University, Pittsburgh, USA

- [Building Virtual Worlds](#) course.

June 2009 – Aug 2009

Prototype Intern – Stupid Fun Club, Berkeley, USA

- Stupid Fun Club is new entertainment think tank company created by Will Wright
- Worked on prototypes for unannounced projects using C# and XNA.
- Created an interactive [website prototype](#) with 3 other interns using flash.

Sept 2007 – June 2008

Teaching Assistant – Sabanci University, Istanbul, Turkey

- VA433 [3D Modeling](#) course.
- VA434 [3D Animation](#) course.

July 2007 – Sept 2007

Internship – Microsoft Corporation, Redmond, USA

- Twelve weeks as a Software Developer at Test (SDET) on Office Platform.
- Used mainly C#

Education

May 2010

Carnegie Mellon University (CMU) - Entertainment Technologies Center

PA, U.S.A

- Master Of Entertainment Technology (MET)
Specialized degree program in the interdisciplinary field of entertainment technology.

May 2008

Sabanci University (SU)

Istanbul, Turkey

- Bachelor of Science degree in Computer Science and Engineering (CS)

Skills

Proficient:

C++, C#, Python

Competent:

ActionScript 3.0, Java, HSLs / CG

Engines & Libraries:

XNA, WPF, OpenGL, Panda3D, Flash, HGE, Box2d, PhysX

Version Control:

Perforce, SVN

Language:

English (fluent), Turkish (Native)

Others:

Maya, AfterEffects, PhotoShop, Acid Pro

Academic Experience

Projects (CMU)

Fall 2009 – Spring 2010, [SurfaceScapes](#)

- Creating a Dungeons & Dragons tabletop experience with Microsoft's multi-touch Surface table.
- Presented the project at [GDC'10](#) and [PAX East](#).
- Worked within a team of seven with different proficiencies.
- Handling the networking between laptop and Surface.
- Path finding and calculating available movements for the characters.
- Participating on design discussions.
- Used C# with XNA and WPF.

Spring 2009, [Sketch it up!](#)

- It is a software for testing game ideas in minutes with no coding, during idea creating phase of game production.
- Presented a demo of "Sketch it up!" at [2009 ICEC](#) (International Conference on Entertainment Computing) in Paris.
- Worked within a team of six with different proficiencies in a scrum cycles of two weeks.
- Rewrote the network system to make it much more optimized and safe
- Added simple shadows to the objects
- Added undo, redo, record movement and loop movement functions.
- We use Panda3d engine with Python.

Spring 2009, Game Design

- Worked on five different game prototypes in this course.
- Worked on a board game with using 4, 6, 8, 10, 12, 20 sided dices.
- Unique gameplay which allowed players to choose which dices to play.

Fall 2008, Building Virtual Worlds

- Developed five interactive virtual worlds in two week cycles with a team of four which changes in every round.
- Displayed a BVW world, Mine Cart Adventure in [2008 BVW show](#) and [2008 ICEC](#) reception.
- Used Head Mounted Display (HMD) with magnetic motion trackers.
- Used Playmotion which tracks shadows.
- Used Beyond Question audience voting system.
- We used Panda3d engine with Python.

Projects (SU)

Spring 2008, Graduation Project - Evaluation of Acrophobia with VR Approach

- A virtual reality environment was designed to help the psychiatrist evaluate the patient's acrophobia level.
- Magnetic motion tracks to monitor patient's current position and calculate balance score.
- Programmed in C++ using Open Scene Graph (OSG)

Fall 2007, Artificial Intelligence

- Created a backgammon program that competes against other students' programs through a server.
- Worked in a team of two.
- Programmed in C++

Spring 2007, Art and Computing

- A virtual reality environment was created for experiencing the world through the eyes of a bird.
- The users arm motion is tracked by magnetic motion tracking equipment and thus enable him/her to fly over a city with only swinging arms.
- Worked with OpenGL and low level tracker drivers in C++

Fall 2006, Computer Graphics

- Designed and developed a 3D video game in a team of two.
- 1st prize in Sabanci University [Video Game Competition](#).
- I worked on collision detection, simulated dynamics, multiplayer support over a network, artificial intelligence and 3D sound support.
- Used OpenGL API and GLUT in C++

Interests

Table-top RPG, Dancing (Tango, Latin), Guitar, Violin, Photography, Horsemanship, Skiing
Played over 500 games. ([Link](#))