

Atıl Koçkar

Game Programmer

atilkockar.com

EXPERIENCE

Gameplay Programmer · Cloud Imperium Games

December 2022 - Present · In-house engine/C++

- Star Citizen / Squadron 42: Implementing gameplay systems

Gameplay Programmer · Limbic Entertainment

November 2021 - October 2022 · Unreal/C++

- Unannounced strategy game: Implemented gameplay systems
- Park Beyond: Helped debugging console builds

Gameplay Programmer · Chimera Entertainment

May 2017 - September 2021 · Unity/C#

- Angry Birds Evolution: Implemented gameplay features and character skills in a data driven architecture. Owned in-game event system. Maintained the project throughout liveops period
- City building game (cancelled): Implemented gameplay systems such as traffic simulation in an ECS architecture and road network
- Songs of Silence: Prototyped gameplay systems in pre-production

Gameplay Programmer · Simsoft Information Technologies

August 2013 - March 2017 · Unity/C#

- Shipped multiplayer simulations for private clients
- Implemented complete gameplay systems for different projects
- Implemented AI systems with behaviour trees, utility and visibility graphs
- Implemented character controls with Kinect and VR
- Maintained network code, UI and tools

Tools Programmer Intern · TaleWorlds Entertainment

July 2012 - September 2012 · In-house engine/C++

- Implemented improvements for Mount&Blade 2: Bannerlord's world editor
- Helped implementing undo-redo functionality for the world editor

Tools Programmer Intern · Reotek

July 2011 - September 2011 · Unity/C#

- Implemented Unity editor tools for digital museum projects

EDUCATION

Middle East Technical University

Computer Engineering BSc. 2009 - 2014

SKILLS

- C/C++
- C#
- Rust
- GLSL/HLSL
- Unity Engine
- Unreal Engine
- Visual Studio
- Rider
- Git/GitLab/GitHub
- Perforce
- Kibana

HOBBY PROJECTS

- Fabric ([Steam](#))
- Prefabric ([Play Store](#))
- Fabric 2 vertical slice
- FPS prototype (C++/OpenGL)
- FPS prototype (Rust/OpenGL)
- One Game A Month Challenge
- Game jams: [itch.io](#), [GGJ](#)

INTERESTS

- Shaping player experience through code
- 3C's of gameplay: Character, Camera, Controls
- Contributing with robust, fast and maintainable code
- Owning features from conception to delivery

CONTACT

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