

# Berk Can Altindag

Game Engine and Graphics Programmer for 5+ years of programming experience

## Experience

### Cortopia, Stockholm - Programming LIA

September 2024- Jan 2025

Worked as a **programmer** on an undisclosed **VR-based** game, with focus on implementing the **Voice Recognition** features. The project is still covered by NDA so no further details can be revealed.

### Molecs, Istanbul - Software Engineer Intern

June 2019 - September 2019

Developed an API using **d3.js** library to implement interactive graphs and charts that reads the existing database and produces interactive graphs similar to **Circos** graphs using **JavaScript** and **React**

Supervisor: Umit Akkose - [umieat@gmail.com](mailto:umieat@gmail.com)

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## Projects

### AmonSTD - C++

October 2024- Ongoing

- Crafted a custom **standard library** to deepen understanding of advanced C++ template **metaprogramming** techniques
- Re-implemented core standard library features for educational value
- Developed complex template-based data structures including **Tuples**, **Typelists**, and custom **Vector** implementations
- Explored **low-level C++ type system** and **template mechanics** through hands-on implementation

### Doomkan - Vulkan/GLFW/C++

April 2024- Jun 2024

- Transformed a **Vulkan** renderer into a DOOM (1993) **level renderer**
- Constructed a robust **graphics pipeline** with custom implementations of vertex, command, and swap chain buffers
- Integrated Assimp library for advanced 3D **model loading**
- Designed a specialized **WAD file reader** to parse authentic DOOM (1993) game data and reconstruct level geometries

### Rust Shooter - SDL2 / RUST

October 2022- November 2022

- Developed a **performance-optimized** Asteroids-style game using Rust
- Implemented Entity Component System (**ECS**) with custom game components including Renderables, Position, Player, and Rocket
- Created specialized **game managers** for texture and input handling to optimize game **performance**
- Implemented bounding **box collision** detection algorithm

### Arena Memory Allocator - C++

October 2022- November 2022

- Developed a **custom memory allocation** system
- Created efficient low-level memory management solution
- Improved performance up to %15 by **reducing allocation overhead**

### Part of me- C++ / Unreal Engine(Group project)

October 2022- November 2022

- Created **stealth mechanics** based on how much the player is visible in the light
- Coded player movement systems, including actions like leaning and vaulting
- **Worked closely with designers** to turn their vision into playable game mechanics
- Integrated **sound design** to enhance the game's immersive experience

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Stockholm, Sweden

## Education

### Game Programmer

*Futuregames* -

*Stockholm, Sweden*

September 2022- Jan 2025

### Advanced Game

#### Developer

*Kwantlen Polytechnic University* -

*Richmond, Canada*

December 2021 - July 2022

### Bsc. in Computer Science and Engineering

*Sabanci University* -

*Istanbul, Turkey*

September 2016 - June 2020

### Bsc. in Mechatronics

#### Engineering

*Sabanci University* -

*Istanbul, Turkey*

September 2013 - June 2016

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## Programming Languages

C++ / C# (5+ years) Rust (0-1 year)

Python (5+ years) Java (2 years)

Java Script (3 years)

## Software & Tools

Unreal Engine Unity Perforce

Visual Studio OpenGL Vulkan

Jira VS Code SDL2 Git

Unreal - Material Graph

## Languages

English - *Fluent* Turkish- *Native*

Swedish - Learning