

Berk Can Altindag

Software Engineer

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[GitHub](#)

PROFESSIONAL EXPERIENCE

Programming LIA (Internship), Cortopia

Sep 2024 – Jan 2025 | Stockholm, Sweden

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.

Software Engineer Intern, Molecs

Jun 2019 – Sep 2019 | Istanbul, Turkey

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.js**

PROJECTS

Doomkan, Vulkan/GLFW/C++

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

AmonSTD, C++

2024

- 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

Rust Shooter, SDL2 / RUST

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

Arena Memory Allocator, C++

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)

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

EDUCATION

Game Programmer,

Futuregames

Sep 2022 – Jan 2025

Stockholm, Sweden

Advanced Game

Developer, Kwantlen

Polytechnic University

Dec 2021 – Jul 2022

Greater Vancouver, Canada

BSc. in Computer Science

and Engineering,

Sabanci University

Sep 2016 – Jun 2020

Istanbul, Turkey

BSc. in Mechatronics

Engineering,

Sabanci University

Sep 2013 – Jun 2016

Istanbul, Turkey

PROGRAMMING LANGUAGES

C++ | **C#** (5+ years) |

Java Script (3 years) |

Python (5+ years) | **Java**

(2 years) | **Rust** (0-1 year)

TOOLS

Unreal Engine, Unity, Perforce, Visual Studio, OpenGL, Vulkan, Jira, VsCode, SDL2, Git, Unreal Material Graph

LANGUAGES

English – Fluent

Turkish – Native/Bilingual

Swedish – Basic