

Ahmet Ilten

📍 New York, NY | @ iltenahmet@gmail.com

Profiles

Personal Site

🔗 ahmetilten.com

LinkedIn

🔗 [iltenahmet](https://www.linkedin.com/in/iltenahmet)

GitHub

🔗 [iltenahmet](https://github.com/iltenahmet)

YouTube

🔗 [iltenahmet](https://www.youtube.com/channel/UCiltenahmet)

Education

New York University

Major: Computer Science, Minor: Economics
3.5 GPA

September 2020 - May 2024 (Expected)
Bachelor's Degree

Relevant Coursework: Computer Graphics, Parallel Computing, Operating Systems, Software Engineering

Experience

Moira Labs

Gameplay Engineer

🔗 moiralabs.net

January 2024 - Present

Working on The Lost War, a card game built in Unity (C#) where players can create unique cards with different effects.

My responsibilities include:

- Designing, writing and testing the code for the card builder, a visual scripting system where players can create cards by connecting nodes.
- Documenting and maintaining gameplay functionality.

Echoes Of Steel: 3D Shooter published on Steam

Solo Developer

🔗 store.steampowered.com/app/2580010/Echoes_Of_Steel

May 2023 - January 2024

Developed and released a 3D shooter game on Steam, using Unreal Engine with C++.

- Engineered a comprehensive combat system with features including:
 - Animation-supported movement, shooting & reload mechanics
 - Dynamic gameplay variation depending on weapon selection
 - Both melee and shooter enemy AI
- Designed and integrated an inventory management system that enables seamless item swapping, discarding and acquiring different weapons.
- Handled level and environment design, ensuring cohesive gameplay experience.

Segmentify

Product Management Intern

🔗 segmentify.com

July 2021 – August 2021

Istanbul, TR

- Conducted competitor analyses on 10 companies offering e-commerce merchandising services, providing valuable market insights and recommendations for the company's strategy.
- Collaborated with the product team to create a product roadmap and implementation for a new company feature, and contributed to the requirements-gathering process for a minimum-viable product.

Projects

Graphics Programming Projects

🔗 github.com/iltenahmet/graphics

September 2023 - December 2023

Created various WebGL projects exploring different areas of graphics programming as part of Computer Graphics course at NYU. Projects include:

- 3D Ball Bounce Simulation using Ray Tracing
- Skeleton Smash Game exploring 3D camera movement and rotation

God of War Axe Throw and Recall Mechanics

Recreated axe throw and recall mechanics from the acclaimed video game God Of War.

🔗 github.com/iltenahmet/god-of-war-unity

Jan 2023 - Feb 2023

- Implemented axe throw mechanics where the axe follows a desired path and sticks upon impact.
- Implemented axe recall mechanics where the axe follows a quadratic bezier curve on its path back to the player.

Dive Deeper

Browser Based Mobile Card Game

🔗 divedeeper.online

February 2024 - March 2024

- Collaborated with the team to create a browser based card game using Python and the Flask framework.
- Implemented user authentication using Flask-login and MongoDB.
- Implemented the front end for the sign up and login pages, handled redirection to the main page after login.

Skills

Software Development

Git, Github, Perforce, Docker

Programming Languages

C, C++, C#, Python, Javascript, Java,
GDScript

Game Development

Unreal Engine, Unity, Godot, WebGL,
GLSL

Web Development

HTML, CSS, MongoDB, NextJS, React,
Zola, Flask