

Ahmet Ilten

New York, NY

(646)-954-0477 | iltengahmet@gmail.com | [LinkedIn: Ahmet Ilten](#) | ahmetilten.com

EXPERIENCE

Moira Labs

New York, NY

Founding Software Engineer of an indie game development studio

Jul 2024 - Current

- Published “The Lost War” on Epic Games Store, a real-time multiplayer strategy card game garnering over 300 users within the first month of launch.
- Received \$10,000 in non-dilutive grant through an accelerator by NYU Stern’s Center of Entrepreneurship.
- Optimized server costs on AWS EC2 instance by implementing a custom scripting system for card creation.
- Accelerated backend testing by 6 weeks by implementing a comprehensive command-line interface (CLI) and logging infrastructure using C# on the .NET platform.
- Enabled seamless synchronization between the client and the server by building a foundational animation infrastructure in Unity from the ground up.
- Delivered a fully playable prototype within the first month and published the game 3 months ahead of schedule by advocating for and implementing Agile/Scrum methodology for a team of 6 people.
- Led weekly play-testing sessions with over 300 testers, and iterated based on feedback resulting in a 70% increase in the amount of players understanding of core game mechanics after one match.

Segmentify

Istanbul, Turkey

Product Management Intern at an e-commerce personalization company

Jul 2021 - Aug 2021

- Conducted in-depth analyses of 11 competitor products, directly influencing product roadmap decisions.
- Identified and prioritized 6 critical issues on the primary customer panel, leading to eventual improvements.
- Spearheaded the ideation and finalization of 5 must-have MVP features for a new e-commerce merchandising module.

PROJECTS

Echoes of Steel ([Link](#))

May 2023 - Jan 2024

High performance 3D Shooter Game published on Steam

- Self-published a 3D third-person shooter game on Steam, garnering over 250 users and 70%+ positive rating.
- Delivered optimized game performance on PC by using C++ and Unreal Engine 5 to develop a comprehensive combat system with animation-supported movement, melee attack, shooting, and reload mechanics.
- Streamlined asset and code management for a 50GB+ repository by implementing a scalable Perforce version control system on a DigitalOcean Droplet.

Open Source Contributions ([Link](#))

Dec 2022 - Present

Open source projects spanning game engines, browser extensions, and developer tools

- Contributed 2 merged pull requests to official repositories of Godot Engine, one of the most popular open-source game engines with 90,000+ GitHub stars, resolving critical documentation issues and non functional references.
- Built, released and maintained a Firefox extension that integrates a Pomodoro timer directly into the browser.
- Refactored portability measures for Stumpleless, a widely used C logging library with 400+ GitHub stars.

EDUCATION

NEW YORK UNIVERSITY

New York, NY

Major in Computer Science | Minor in Economics | GPA: 3.5

Sep 2020 - May 2024

Relevant Coursework: Operating Systems, Applied Internet Technologies, Computer Graphics, Open Source Development, Software Engineering, Parallel Computing, Algorithmic Problem Solving, Linear Algebra

Clubs & Activities: Generation Meditation (Treasurer), Tech@NYU

SKILLS

Tools & Technologies: Git, Perforce, Docker, .NET, C, C++, C#, Python, Javascript, Java, GDScript, Unreal Engine, Unity, Godot, WebGL, GLSL, HTML, CSS, MongoDB, NextJS, React, Zola, Flask, AWS, DigitalOcean, Neovim, Visual Studio

Software Development: Agile Development, Scrum, Product Roadmapping, CI/CD