



## Berk Can Altindag

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### Education

**Game Programmer** – Futuregames –  
(September/2022 – present)

- Design patterns, AI, Design Patterns
- Systems programming in game projects.

**Advanced Game Development** – Kwantlen  
Polytechnic University – British Columbia,  
Canada (December /2021 – July / 2022)

- Game design principles, Level design,  
environment art

**Bachelor of Science Computer Science** –  
Sabanci University – Istanbul, Turkey

- Discrete Math, Linear Algebra, Probability,  
Games and Strategies, Cryptography,
- Data structures and Algorithms, Computer  
Graphics, Computer networks, Network  
Security, AI, Machine Learning

### Projects

**Arena Memory Allocator – C++ console app:** A  
local area memory allocator to improve memory  
allocation performance

**Doomkan – Vulkan/GLFW/C++:** A doom level  
renderer using Vulkan (work in progress)

**Ray tracer – C++:** A ray tracer ppm format image  
creator

**Rust Shooter – SDL2 / RUST:** A performance  
aware Asteroids clone

### Programming Languages

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

**Python** (5+ years)     **Java** (2 years)

**Java Script** (3 years)

### Software and Tools

**SDL2**     **Vulkan**     **OpenGL**     **Visual Studio**

**Unreal Engine**     **Unity**     **Perforce**

### Other Accomplishments

- Worked as a sound engineer at Sabanci University  
music club from 2013 to 2016.
- Led technical team and trained trainees at  
Sabanci University music club from 2014 to 2016.
- Chosen as Project and Fixture room manager at  
Sabanci University music club from 2015 to 2016.
- Helped organizing events and concerts by handling  
the logistics of the equipment at Sabanci University  
music club from 2014 to 2016.

### Hobbies

- Archery
- Playing drums, sound editing
- Metalworking