

Alpago Göktenay



Profile

I am a Game Developer / Technical Artist who has a variety of skills. I've got experience working with Unity, Unreal, Houdini, Photoshop, Shaders, VFX, Tool/Editor Scripting, C#, C++. I've got bachelor's degree in Computer Science as well as 5 years of working experience. I've also worked on 3 titles that are released on Steam.

Work Experience

Studio Gamebit — Shader Developer Intern

ISTANBUL, TURKEY 12/2018 - 02/2019

- Worked on optimization and development of VR compatible shaders.

Cultic Games — Shader Developer

ISTANBUL, TURKEY 02/2019 - 05/2019

- Created special shaders for a Topdown Horror game using Unity. Mainly focused on Post Processing effects.

ACE Games — Game Developer

ISTANBUL, TURKEY 05/2019 - 07/2020

- Was one of the 3 game developers when Ace Games Established.
- Mainly focused on game development but was also responsible for shader oriented games.

Retroket Entertainment — Game Developer

ISTANBUL, TURKEY 07/2020 - 09/2021

- Worked as game/shader developer at Retroket which was composed of industry veterans.

Bitbuilder — Game Developer

ENGLAND, UNITED KINGDOM (REMOTE) 11/2021 - 10/2022

- Developed a space shooter game from scratch that later released on Steam.

Panda Bear — Technical Artist / VFX Artist

ISTANBUL, TURKEY 10/2022 - 12/2023

- Worked with Niagara, Vertex Animation Textures (using Houdini for simulations), Shaders, Post Processing Effects etc.

Adastec Corp. — Unity ECS Developer

ISTANBUL, TURKEY 10/2024 - Current

- Was responsible for development and optimization of ECS based road network simulation tool.

Education

Marmara University — Faculty Of Engineering B.E. in Computer Science & Engineering

ISTANBUL, TURKEY 2017 - 2022

- Designed and implemented a GPU-based path tracer as part of a final year project.

Skills

Languages

Turkish **Native**
English **Advanced**

Softwares

Unity **Expert**
Unreal Engine **Intermediate**
Photoshop **Advanced**
Houdini FX **Intermediate**
Blender **Novice**
Sony Vegas Pro **Intermediate**
Processing **Intermediate**

C# **Expert**
C++ **Intermediate**
Java **Intermediate**
Git **Advanced**
Niagara **Advanced**
Rendering / HLSL **Expert**

Volunteering

UNOG — Event Coordinator / Volunteer

2019 - 2021

- Was one of the organizers and volunteers of GIST 2020 Developers Conference.
- Wrote up technical articles for UNOG that includes topics like maths, rotations, bitmasking etc.
- Conducted workshops on topics like technical art development, shader scripting at both UNOG and ITU OTG.

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