

# Yilmaz Seyhan

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[Personal Website](#) | [LinkedIn](#) | [GitHub](#)

## Work Experience

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### •Environment/Technical Artist

Aug 2023 - Present

Kittychin Arts (<https://kittychin.art/>)

Istanbul, Turkey

Contributed into development of a custom pipeline system for a leading development. Created stylized environments, utilizing technologies like Lumen, RTX

Implemented integrations with third-party services, such as Steam Online Services.

Implemented CI/CD pipelines and dockerized the application. Participated in code reviews.

Designed and developed custom in-engine plugins for project.

### •UI Developer

Nov 2024 - Present

Team Phobos

Istanbul, Turkey

Joined this project as development lead for a simulation game. Created replicated UI and optimization solutions for team.

Worked on the core features, such as dynamic UI, engine optimizations, and source control system.

Build multiple Dockerized microservices and implement CI/CD pipelines.

## Personal Projects

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### •Subreal Engine

(<https://github.com/Appmeurtre/>)

*Subreal*)

This is an Unreal Engine Development setup which eliminates the need for an Integrated Development Environment (IDE). I call this Subreal because I mainly use this with SublimeText but you can use code editor of your choice.

### •FUNreal Engine

(<https://github.com/Appmeurtre/>)

*re/funreal*)

This is a fork of Unreal Engine focused on adding cell shading to the rendering pipeline and providing custom RHI (Rendering Hardware Interface) solutions such as SMAA (Subpixel Morphological Antialiasing). It aims to provide developers with new tools for creating stylized, cartoon-like graphics as well as high-quality antialiasing solutions for better visual fidelity and performance.

## Skills

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**Programming:** HLSL, C++, C#, Mel

**Software:** Photoshop, Illustrator, Inkspace, Substance Painter/Designer, Blender, Maya, Zbrush, Houdini

**Tools:** Perforce, Git, JetBrains Rider, Intel GPA, Nsight, Nvidia TTE, Docker

**Engines:** Unreal Engine, UDK, Unity, CryEngine

**Soft Skills:** Problem-solving, Collaboration, Self-learning, Adaptability

**Languages:** English, German, Latin, Turkish

## Education

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### •Bachelor of Communication in Digital Game Design

Bahçeşehir University, Istanbul