EKİN NOHUTÇU

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Game Developer with 7 years of experience, including 2 years leading a procedural modeling team. Combines strong technical understanding with leadership and coordination skills to drive innovative, high-impact projects. Passionate about optimizing workflows, managing cross-functional teams, and delivering high-quality, efficient solutions in fast-paced development environments.

KEY SKILLS

- Game Development
- Procedural Algorithms
- Project Management
- Software Engineering
- Technical Documentation
- Problem Solving
- Cross-Functional Team Leadership
- Analytical & Reporting Skills

EXPERIENCE

Procedural Modeling Team Lead / Developer
March 2023 – February 2025
Capoom
Remote

Upon promotion to this role, I took leadership for the **Procedural Modeling Team** of the company. My responsibilities are for this role:

- **Lead the development** of procedural content for environments, objects and necessary elements for the company product procedura.ai, and client requests with using **Houdini**.
- Design, implement, and optimize procedural workflows to **create scalable, reusable assets.**
- Mentor and manage a team of procedural modelers, providing guidance, feedback, and professional development.
- Oversee the integration of procedural models into the pipeline, ensuring compatibility with game engines, and other production systems.
- Troubleshoot and resolve technical issues related to procedural content generation.
- Work closely with the project management team and development team to set milestones, deadlines, requirements and priorities for procedural modeling tasks.
- Supported the Unity development team by contributing to both the technical and visual aspects of an interactive experience. Assisted in implementing core functionality, refining user interactions, and ensuring a seamless connection between design and development. Collaborated with designers and developers to integrate visuals, animations, and UI elements into Unity, while maintaining performance and aesthetic consistency throughout the project.

Software Engineer
January 2023 – March 2023
Capoom
Remote

As a software engineer role for the company, I was responsible for the project that requires Blender API and Houdini API.

- Developed a tool using the Blender and Houdini Python APIs that allows 3D modelers to use Blender while Houdini runs in the background, streamlining workflows and enabling **seamless integration of Blender's interface with Houdini's procedural capabilities.**
- **Automated the exchange of data between Blender** and Houdini, reducing the need for manual export/import tasks and saving significant time.
- **Developed an intuitive interface** within Blender that allowed modelers to trigger Houdini processes without leaving their familiar workspace.

Game Developer
August 2020 – January 2023
Reboot Interactive
Istanbul, TR

As a **Game Developer**, played a key role in developing prototypes and game ideas using Unity 3D on mobile game development area. My responsibilities are:

- **Write efficient, maintainable code in C and Unity3D.**
- **Develop and implement game mechanics**, features, and systems based on design specifications.
- Collaborate with designers, artists, and other developers to ensure seamless integration of assets and gameplay features.
- Implement AI, physics, animation, UI systems, or networking code as required by the project.
- Test and refine gameplay elements to enhance the player experience.
- Participated in the full development lifecycle, from prototyping and asset creation to post-launch updates.

Education & Memberships

Marmara University | **Bachelor Degree on Computer Engineering**
- Graduation Project: AI Personal Trainer

Accomplishments

Foundations of Project Management | Google   July 2025
- Certificate

Shader Development from Scratch for Unity with Cg | Udemy   March 2020
- Certificate

Responsive Web Design | freeCodeCamp   July 2019
- Certificate

Tools, Softwares and Skills

Game Development & 3D Modeling: Unity 3D, Unreal Engine, Blender, Houdini
Programming Languages: C#, Java, Python, C
Version Control: Git
Project Management & Documentation: ClickUp, Trello, Miro, Monday, Google Workspace, MS Office
Frameworks & Methodologies: Agile, Waterfall, Kanban, Scrum, Scrumban

References

Contact informations are available upon request.

Mavia Esin Yılmaz - Product Manager | **Capoom**

Zeina Termanini - Senior AI Engineer | **Capoom**

Umur Can Gürelli - Co-Founder | **Reboot Interactive**