Inan Evin
Senior Software Engineer
Address: Espoo/Finland/02200 - Phone: +358 040 512 24 26 - Contact: inanevin@gmail.com

https://inanevin.com
https://github.com/inanevin
https://linkedin.com/in/inanevin

SUMMARY

Generalist engine programmer keen on high-level systems, architecture and performance critical code. I have professional and open-source experience in engine programming and related low-level systems such as graphics, audio, gui and vector graphics. Priorly, I have 10 years of experience in gameplay programming and research experience in academia.

Languages/frameworks: C++, C, C#, Rust, Python, Dart, DX12, Vulkan, Metal, OpenGL, dear imgui, miniaudio, jolt physics, cmake, premake, git, win32, macOS, iOS & android

Engines: Unreal Engine, Unity, Cryengine, Hypehype & custom engines.

WORK EXPERIENCE

Senior Engine Programmer
Hypehype Inc.

01/2022 - present
Helsinki, Finland

- Overall: design, development and maintenance of gameplay & multiplayer systems, tooling, software engineering.
- Gameplay: "replay" system for deterministic gameplay playback, visual scripting tools development & maintenance.
- Multiplayer: traditional multiplayer as well as low-latency high player count "ghost" multiplayer, along with editor co-editing. Real-time server development for supporting multiplayer features, such as high-performance VOIP processing.
- Tooling: logging utilities, "cinematics"; in-editor timeline creation and animation tool, "pixart": in-editor pixel art painting tool.
- Util: engineering work for bettering the project structure, cpp → dart communication bridge, clang tools, cmake etc.

Engine Programmer
My open-source projects

2019-present

- Stakeforge: simplistic & performance oriented 3d game engine
- Lina Engine: modular & generic 3d game engine with a custom editor
- LinaGX: cross-platform rendering library that seamlessly integrates DX12, Vulkan and Metal.
- LinaVG: 2D vector-graphics library for drawing anti-aliased convex shapes, lines and texts
- Unreal Engine: Plugins for tweening and event systems.

Game Programmer
Freelance work

2010-2021

- Freelanced as a game programmer around 10 years, customers ranging from groups within Aalto University to indie mobile studios. Worked on desktop, mobile, virtual reality, simulation and serious games.
- LuxTurrim5G VR: **Aalto Univeristy, Nokia**, 2021
- Stelo VR: **Aalto Univesity, FRAGE**, 2020
- Balleap, Sticky: **Lugcap**, 2016 - 2018

Research Assistant
Aalto University School of Science

10/2019 - 05/2021
Espoo, Finland

- Published as 1st author, CHI PLAY 2022: Cine-AI Generating in-game Cutscene in the Style of Human Directors
- Published as 1st author, CHI PLAY 2020: 3PP-R Enabling Natural Movement in 3rd Person Virtual Reality
- Worked as a researched assistant during my master's in Game Design and Production, researched about procedural content generation, 3D animation programming, virtual reality locomotion and orientation.

Tools Developer
Unity Asset Store

2018 - present

- I have been developing and publishing various tools in Unity Asset Store including first-person systems, ballistics physics, camera systems and shaders. I still provide support and updates for my packages and develop new ones as side projects.

PROJECT HIGHLIGHTS

Stakeforge
Performance oriented 3d game engine made with C++ from scratch

2025 - present

https://github.com/inanevin/stakeforge

- Successor to my previous game engine; Lina. Started as a learning project for performance-first mindset.
- Data-oriented subsystems, entities, components, resources, widgets, animations, bones; any system that fits "where there is one there is many" mentality is coded with cache friendly, branchless mindset.
- Little to no runtime dynamic memory allocations, minimal abstractions and heavy focus on data layout design.
- Production friendly workflow, JSON based shader, particle, scene, animation graph, material & texture definition pipelines.
- Production quality game loop and frame iteration, frame pacing, presentation monitoring, profiling tools.

Unforeseen
First-person sci-fi, thriller and adventure game

2014-2016

https://inanevin.com/gameprojects/unforeseen

- Full body FPV animations, polished voice acting, made by a team of 3 within 2 years. I was the sole programmer.
- Designing & implementing player systems, gameplay, audio/UI/VFX systems, lighting and cinematics.
- First time experience on a huge project, acquired many skills regarding finalizing and polishing a product.

EDUCATION

Master of Science
Game Design and Production, 2019-2021

Honours, GPA: 4.66 / 5.0

Aalto University, Finland

Dissertation
Cine-AI: generating in-game Cutscenes in the Style of Human Directors

Bachelor of Science
Software Engineering, 2014-2019

High Honours, GPA: 3.8 / 4.0

Izmir University of Economics, Turkey

Dissertation
Lina Engine, a light-weight Entity-Component-System based open-source 3D game engine. Architecture design and proof of concept implementation, along with a Software Design Document (SDD).

ACHIEVEMENTS

Publication as the First Author, CHI Play 2022
Cine-AI: Generating in-game Cutscenes in the Style of Human Directors

Publication as the First Author, CHI Play 2020
3PP-R: Enabling Natural Movement in 3rd Person Virtual Reality

Amongst the top 50 students all around the world
in Unity Student Contest for GDC All Access Pass, 2018

Game Design Concept Funding By AVEK, Kopiosto
Think Backwards GDD

- Global Game Jam 2016 Ege 3rd Place Award: AIn
- DOGED, TTNet Build-Up 2015 1st Place Award: Ivan
- Global Game Jam 2015 Ege 2nd Place Award: Bak Napalim
- DOGED, TTnet Build-Up 2014 2nd Place Award: Phase Magician
- Global Game Jam 2014 Ege 1st Place Award: Psychic Baby

1st Place Award in GBYF (Young Minds New Ideas)
Bachelor's Thesis Exhibition
Lina Engine