Semih Mehmet Teke

Engine Programmer · Tools Developer · Game Developer

semihm.teke@gmail.com   semihteke.com   github.com/SemihMT   Belgium · Remote

---

PROFILE

Engine and tools programmer with a Bachelor in Game Development from Digital Arts & Entertainment (Howest). Passionate about low-level systems, graphics programming, and building software that empowers other developers. Open to full-time and freelance roles in engine, tools, or gameplay programming.

EXPERIENCE

Junior Game Programmer — Internship
Happy Volcano · Engineering Team · Belgium   Feb 2025 – Jun 2025
– Contributed to Modulus, a factory automation game, across gameplay and tooling.
– Worked within a professional engineering team on an unreleased commercial title.

Python & Computer Science Teacher
Secondary Education · Belgium   2025 – Present
– Teaching Python and core computer science concepts to final-year high school students.

Regional Coordinator — East & West Flanders
vzw Jet · Belgium   2023 – Present
– Leading planning and execution of community-driven events across the Flanders region.
– Supporting hundreds of young people through youth camps, cultural exchange programs, academic tutoring, and student career mentoring.

EDUCATION

Bachelor of Games — Game Development
Digital Arts & Entertainment (DAE), Howest · Kortrijk, Belgium   2022 – 2025
– Specialised in engine programming, graphics programming, and tool development.
– Graduation project: Nexus: a high-level C++ networking library built on ASIO, benchmarked against ENet and raw ASIO for usability and performance.

SELECTED PROJECTS

P4Engine & Bubble Bobble
                                                                2024
– Game engine built from scratch in modern C++ using Game Programming Patterns.
– Features a component system, service locator, scene manager, and PPM-based level parser.

Voxel Editor (VulkanGin)
                                                                2024
– First-person voxel world editor with infinite procedural generation and dynamic chunk loading.
– Custom Vulkan renderer built from scratch. Full pipeline including swap chain, descriptor sets, and shaders.

Nexus Networking Library
                                                                2024 – 2025
– High-level C++ networking library built on ASIO, designed to simplify common multiplayer game patterns.
– Reduces lines of code by up to 64.5% and cyclomatic complexity by up to 71.9% compared to ENet, while maintaining competitive latency.
– Cross-platform (Windows, Linux, macOS) via CMake and a GitHub Actions CI/CD pipeline.

Voice of the Ocean
                                                                2024 – 2025
– Single-player action-adventure game where the player interacts with the world by singing real melodies into a microphone.
– Responsible for NPC AI (Behavior Trees, custom EQS 3D grid generator), fish movement (arc-based custom movement component), and melody UI.

- Nominated for Best Student Game at the Belgian Game Awards.
  - Finalist for the Proceduralism Award at the Game Development World Championship.

SKILLS

Languages: C++ · C · C# · Python
Graphics: Vulkan · DirectX 11 · OpenGL · HLSL · GLSL
Engines: Unreal Engine 5 · Unity
Tools: CMake · Git · GitHub Actions (CI/CD) · SDL2 · ASIO
Concepts: Engine architecture · Graphics programming · Tool development · Networking · Game AI
Languages: Dutch (native) · English (fluent) · Turkish (native)