



Seda DALKIRAN

Jr. Unreal Engine Developer

👤 About

I'm a computer engineer interested in software and also art. I started my adventure on software development with a game project at the age of 14, and become passionate about this area meanwhile. C# is my main programming language currently, but nowadays, I've started improving myself on C++ to combine it with my Unreal Engine skills.

💼 Employment History

Unreal Engine Developer at Nyctophile Studios, Istanbul

June 2021 — Present

- Working with blueprint based systems on a Unreal Engine 5 horror game project

Unreal Engine Developer at DodiGame Studios, Cyprus

March 2021 — October 2021

- Worked on blueprint based systems for a multiplayer survival game project on Unreal Engine
- Project can be found on https://store.steampowered.com/app/991740/Era_Of_Newborns

Lead Software Engineer at Ayssoft, Malatya

December 2019 — March 2021

- Worked on integration of database related technologies

Game Developer at Chagan Studio, Gaziantep

June 2016 — October 2016

- Worked on a Unity game project for mobile platforms

🎓 Education

B.S, Computer Engineering, Inonu University, Malatya

September 2014 — June 2019

- As the graduation project, worked on a Unity game

🎓 Certification & Training

Introduction to Unreal Engine, Udemy

January 2021 — March 2021

Introcution to Unity, Game Factory

July 2020 — September 2020

📄 References

Doğa Can Yanıkoğlu from Nyctophile Studios (Lead Developer)

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Details

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Turkey

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Links

[Linkedin](#)

[Github](#)

Skills

Unreal Engine 4/5

Blueprint

Unity

C#

JavaScript

Perforce

SVN

Git

Jira

SQL

Database

Languages

English

Turkish

Hobbies

Reading books, concept art, playing video games, chess