

SEDA DALKIRAN

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UNREAL ENGINE DEVELOPER - SUMMARY

Game Developer with five years of focused industry experience and a solid foundation in Computer Engineering. Professional skills in Unreal Engine 5 and C++ are supported by strong interpersonal abilities, ensuring rapid adaptation in diverse environments. Experienced in multiplayer, single-player, PlayStation, and PC projects.

PROFESSIONAL SKILLS

- Unreal Engine
- Blueprint
- SVN
- Jira
- C++
- Perforce
- Git
- SQL

WORK EXPERIENCE

Lead Unreal Engine Developer

Red Chameleon Studio

Dec 2022 - Present

Istanbul (Remote), Turkiye

- Worked on a multiplayer UE5 project using C++ and Gameplay Ability System (GAS).
- Development animation-based systems using Gameplay Ability System (GAS).
- Developed AI combat features such as Dodge and Stagger abilities with GAS.
- Implemented Barter (trade) and Vendor systems using C++ and Blueprint.
- Designed and integrated Single Player mode to ensure smooth operation both in single and multiplayer sessions.

Unreal Engine Developer

Nyctophile Studios

Jun 2021 - Jul 2023

Remote(Part-Time), Turkiye

- Worked with blueprint-based systems on a UE5 horror game project named Death Relives.
- Project can be found on Steam: [Death Relives](#)

Gameplay Programmer

Tekden Film

Jan 2022 - Dec 2022

Remote, Turkiye

- Worked on a Co-op RPG UE5 game project with C++. Responsibilities included:
- Design & development of survival mechanics (Hunting system, inventory system, thirst & hunger system etc.)
- Development of Quest system.
- Design & implementation of AI characters (Behavior Trees, Mass System, Zonegraph).
- Implementing gameplay features with Gameplay Ability System (GAS).

Unreal Engine Developer

DodiGame Studios

Apr 2021 - Oct 2021

Remote, Cyprus

- Multiplayer survival game
- Project can be found on Steam: [Era Of Newborns](#)

EDUCATION

B.S.: Computer Engineering

Inonu University, Turkiye

Jun 2019

PORTFOLIOS, PROFILES

- [LinkedIn](#)
- [Github](#)
- [WebSite](#)