EGE DABANLIOGLU

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SUMMARY

Game Developer with a Computer Engineering background, skilled in **Unreal Engine (C++ & Blueprints)** and **Unity (C#)**. Experienced in **game design**, **gameplay programming**, **AI**, **UI/UX**, and **multiplayer systems**. Passionate about building innovative, optimized, and engaging game experiences for both AAA and indie projects.

WORK EXPERIENCE

CEM Maria Grever **January 2025 - August 2025**
Unreal Engine Game Developer *Remote*
- As the solo developer and lead game designer, I led the full development of a voice-controlled, music-driven adventure game designed for children with special needs.
- Led the development of a voice-controlled, music-based adventure game for children with special needs, focused on boosting confidence, communication, and creative expression.
- Designed core systems including pitch-tracking mechanics, confidence-based progression, and a branching dialogue system.
- Built all game UI, including dynamic feedback, confidence bars, mission indicators, and accessibility features tailored to the audience.

Trender Software **July 2024 - January 2025**
Unreal Engine Gameplay Programmer *Izmir, Turkey*
- Designed and implemented modular interaction systems using C++ and Blueprints, leveraging interfaces and inheritance to support diverse gameplay scenarios and ensure multiplayer compatibility.
- Developed adaptive AI systems in C++ for combat behavior, environmental scanning, and player interaction, enhancing gameplay depth and responsiveness in single and multiplayer environments.
- Built advanced ability systems in C++ using the Gameplay Ability System (GAS), implementing features such as ability stacking, real-time cooldown tracking, and attribute management.

Actiondroid Games **September 2023 - October 2023**
Unreal Engine UI Developer *Remote*
- Collaborated with a team of 4 in the mobile game development with a new start-up company.
- Played a central role in Unreal Engine 5 UI development, contributing to the creation of engaging and immersive game menus.
- Leveraged UE5 Blueprints to efficiently implement features, showcasing technical proficiency in game development.
- Demonstrated expertise in responsive design management, optimizing the UI for various devices and screen sizes.

Bimar IT Services **July 2021 - June 2022**
Software Engineer *Izmir, Turkey*
- Utilized ASP.NET, TOAD SQL, and Azure DevOps to design, code, test, and implement new features enhancing the platform's functionality.

EDUCATION

Technische Hochschule Köln **September 2025 - July 2027**
Master's, Game Development and Research

Ege University **September 2018 - June 2022**
Bachelor's, Computer Engineering *GPA: 3.34*

SKILLS

Skills: Unreal Engine, UE Blueprints, C++, C#, Unity, Git, Perforce, Game Design, SCRUM, Plastic SCM, Multiplayer, OOP, AI Programming
Languages: Turkish, English, German