



Emre
Çelikler
Game Developer



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[diabolical.studio](#)



Istanbul/Turkey



[Temporary Portfolio](#)

Short Summary

4th year game design student. 3+ year experience with Unity and Unreal Engine. Good at teamwork since I worked with many different teams, also created 2d art and music for different projects.

Irrelevant Skills

I've been playing guitar for over 8 years, had a few stage/live performance experience, also recently I started playing drums.

SOFTWARES I USE



Unity



Unreal
Engine



Adobe
Photoshop



Aseprite



Ableton
Live



Figma

EXPERIENCE

Diabolical Studio

Game Developer

Sep 2022 - Present

Main developer of the team, participated in many game jams, won the 1st place in the MAUJAM'23 and got a Honorable Mention in Enhancer Hackathon. Currently developing a JRPG game with the team.

https://www.instagram.com/p/CtMWOLEtiu2/?img_index=2

<https://www.linkedin.com/feed/update/urn:li:activity:7075910911600803840/>

EDUCATION

Digital Game Design In Bahcesehir University

Galata Campus

2020-2024, Istanbul (GPA - 3.06)

PROJECTS

HotHell

Game Developer

Made a smooth FPS Controller with advanced movement capabilities, 3D enemy AI, Spawn manager for the enemies ,Object Pooling, Code/Source Management

P.O.T.A.T.O

Game Developer

Made an attachable and detachable equipment system, 3D swinging mechanic, dash abilities, game look and feel adjustments, Code/Source Management

Intern: All Conflict

Game Developer

Made a looping task system, FPS controller, patrolling AI, few minigames, Code/Source Management

Hands Of The Puppeteer

Game Developer

Made a 2D character controller with wall jump and swinging abilities, basic enemy AI, a unique boss AI, level design, Code/Source Management

(All of the games mentioned in the Projects section can be seen in the Temporary Portfolio link.)