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Birkan Ates

Gameplay Programmer

ABOUT ME:

Gameplay Programmer with a strong interest in **AI systems, procedural content generation (PCG), and System tools.**

I have been working with **game development** since 2018, starting in **Unity and C#**, and later expanding into **C++ and Unreal Engine** at Futuregames.

I enjoy building scalable systems such as **enemy AI, PCG, and gameplay system** that support designers and larger game worlds.

EDUCATIONS

Futuregames (2024-2026)

DEVELOPED MORE CODE EXPERIENCE WITH C# AND C++

Learned how to work in the industry more and evolved my skills to work on bigger projects with bigger teams.

LBS (2018-2021)

LEARNING GAME PROGRAMMING AND DESIGN

High school education focused on programming in Unity using C# coding. Learned to design my own games and level design. Also gained insights into how computers and technical devices operate.

Södra Skånska Regementet P7 (2021-2022)

LEARNED TO MANAGE RESPONSIBILITY AND MAKE DECISIONS UNDER PRESSURE AS A LEADERSHIP SOLDIER

Built a strong foundation in teamwork, discipline, and responsibility. Learned to follow structure, adapt quickly, and contribute reliably to team goals under demanding conditions.

Luleå University of Technology (2023-2024)

LEARNED WEB DEVELOPMENT

Developed skills in web development, design and programming in HTML and CSS, familiar with these different coding skills.

WORK EXPERIENCE

Elgiganten (2023-2024)

CASHIER AND A WAREHOUSE WORKER 2023 - 2024

Worked in Operations, receiving products, selling them at the counter, and handling warehouse transactions for the Scandinavian company. Involved in selling products and managing them in the warehouse.

CONTACT:

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[My portfolio](#)

LinkedIn: [Birkan Ates](#)

[Discord](#)

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Manual B

SKILLS:

- C#
- Unity
- C++
- Unreal Engine
- Perforce
- Github