

KENAN EGE

Game Programmer

Warsaw, Poland | +48 576 875 149 | kenanegee@gmail.com

Portfolio: kenanegee.com | **GitHub:** github.com/KenanAegean | **LinkedIn:** linkedin.com/in/kenanegee

Professional Summary

Game programmer with 2+ years C++/C# experience in **Unity** and **Unreal Engine 5**. Shipped 5+ games focusing on **gameplay systems, AI, and performance optimization**.

Technical Skills

- **Languages:** C++, C#, Python, Java
- **Engines:** Unity (2+ years), Unreal Engine 5 (1+ year, Blueprints & C++)
- **Specialties:** Gameplay Systems, AI (State Machines, Behavior Trees), Physics, Camera Systems, Performance Optimization
- **Tools:** Git, Perforce, Visual Studio, Rider, GitHub Actions
- **Spoken Languages:** English (Fluent), Turkish (Native)

Game Projects

| | |
|--|-----------|
| Killwats League — Unreal Engine 5, C++, Blueprint — 4-Week Project, Team of 9 | Sep 2025 |
| – Arcade sports game with 2-player matches . Built camera system , ball physics with charging mechanics, AI opponents , and local multiplayer (keyboard + 2 gamepads). Project here | |
| Echoes Of Stella — Unreal Engine 5, C++, Blueprint — 7-Week Project, Team of 14 | June 2025 |
| – Horror game using sound to see in the dark. Created echolocation mechanic , player controls , and optimized rendering . Project here | |
| Dark Descent — Unity, C# — 4-Week Project, Team of 15 | Feb 2025 |
| – Action game fighting demons with holy magic. Made player movement with dash mechanics , mobile port with touch controls, AI system with 5+ enemy types and miniboss fights. Project here | |
| In A Bad Mewd — Unity, C# — 4-Week Project, Team of 14 | Nov 2024 |
| – Platformer as a mischievous cat destroying everything. Built destructible environment system with physics and combo scoring system . Project here | |

Professional Experience

| | |
|--|--|
| Orion Innovation <i>Software Engineer</i> | Mar 2023 – Sep 2024 <i>Istanbul, Turkey</i> |
| – Fixed critical bugs in Java applications , improving stability. Managed Jira tasks and collaborated with cross-functional teams | |
| – Implemented DevOps solutions and CI/CD pipelines using Docker and Jenkins , automating deployments | |
| – Built AI-based NBA prediction app during hackathon using Django , Python , and machine learning . Project here | |

Education

| | |
|--|--|
| Futuregames X CD Projekt Red <i>Game Programming Specialization</i> | Sep 2024 – Present <i>Warsaw, Poland</i> |
| Doğuş University <i>B.S. Computer Engineering — Software Engineering Minor</i> | Sep 2018 – Jul 2023 <i>Istanbul, Turkey</i> |

Interests and Activities

Music Production: Amateur musician with released tracks on Spotify. [Listen here](#)

I hereby give consent for my personal data to be processed for the purpose of conducting recruitment for the position for which I am applying.