

KENAN EGE

Game Programmer

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

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** Mar 2023 – Sep 2024
Software Engineer *Istanbul, Turkey*
– 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** Sep 2024 – Present
Game Programming Specialization *Warsaw, Poland*
- Doğuş University** Sep 2018 – Jul 2023
B.S. Computer Engineering — Software Engineering Minor *Istanbul, Turkey*

Interests and Activities

Music Production: Amateur musician with released tracks on Spotify. **Listen here**

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