

//Personal Informations

Name : Sadık Bal

Mail : sadikbal@hotmail.com

Phone : +90 538 246 23 23

Location : İstanbul

//Social Accounts

GitHub : <https://github.com/SadikBAL>

Discord : <https://discordapp.com/users/254194838143107072>

LinkedIn : <https://www.linkedin.com/in/sadikbal/>

Steam : <https://steamcommunity.com/id/sadikbal/>



//About me

I love playing video games since my childhood and developing computer games is my passion. Following new technologies in gaming industry impress me. Also I want to be part of process to create virtual enviroments where people can spend long time and have fun.

//Experience

►[Dec 2024] - [ Now ]

Company : Madbyte

Role : Game Developer

Location : İstanbul

I work as a Gameplay and Unreal tool programmer for the Calypso project. I also work as a UI Developer for the Zula project.

Some systems I developed:

- Procedural map generation tool directly within the Unreal Engine Editor to streamline level design.

- Integrated the Gameplay Ability System (GAS) and implemented core ability enhancements.

- Created a custom Minigame Editor tool and programmed associated gameplay mechanics in Unreal Engine.

- Designed and implemented "GoldenWeapon," a level-based, battlepass-style progression system using Lite-C.

►[Aug 2022] - [Dec 2023]

Company : Panda Bear

Role : Game Developer

Location : Remote

I worked on Unreal Engine with c++ and blueprint. Project is a story-focused first person stealth game. I contribute on humanoid artificial intelligence, movement system, locomotion system, dynamic conversation and reaction system for ai characters. Also I implemented FMOD integration to Unreal.

►[Nov 2017] - [Jan 2022]

Company : Madbyte

Role : Game Developer

Location : İstanbul

I worked on Zula and Zula Battle Royale projects. I used Acknex Game Engine in these projects. I have used C++, C, Lite-C programming languages as software language. My general responsibilities were gameplay mechanics and user interface features. Zula Project is made with this programming language and game engine because we were trying to write highly optimized code for low-level and old computer systems. I wrote tools in C++ and C#. I used wwise as a sound solution.

Some systems I developed:

- Battle Royale Inventory System

- Game server and client features

- Development tools

- Zula UI Offer and Increased Cash System

- Zula Tournament System

- User Interface Tooltip and Animation System

►[Sep 2015] - [Aug 2017]

Company : CGS Soft

Role : Game Developer

Location : Remote

I worked on developing poker and slot games for the web in a custom game engine written in Flash. During this process, I experimented with new technologies used to prepare online games in the web environment. I worked with frameworks like RabbitMQ, MongoDB, and SignalR using the C# language.

Some of the projects I completed during my work process include:

- An online Yahtzee game that runs in a web environment using SignalR.

- Bonus mini games for several slot games.

- A lobby for online games in a web environment using SignalR.

- A SignalR chat system with game creation and invitation activities.

►[Jul 2014] - [Sep 2014]

Company : Kodobur

Role : Intern

Location : İstanbul

During this long-term internship, I developed game prototypes using C# and Unity. Also I developed few games on my own, we tried to produce games by organizing in house GameJam activities.

►[Jul 2013] - [Aug 2013]

Company : TC DİB

Role : Intern

Location : İstanbul

This was my first internship. I developed a blogger site demo using c# and .net mvc as software languages. At the same time, I was looking after hardware replacements and support work.

//Skills


[Programing Language]

C / C++

C#

.Net Core

Java




[Tools]

Git

Jira

Office

StableDif




[Game Engine]

Acknex

Unreal

Unity




[Languages]

Turkish

English

Emojis



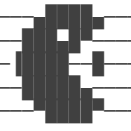
//Hobbies

[Game]

Dota 2

RTS

ThirdPerson




[Activitie]

Football & Tennis

Performing Arts

Food Discovery



//Education

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EDUC

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I graduated from the science department at Anamur Anatolian High School in Mersin. Afterwards, I was accepted into the Computer Engineering department at Kütahya Dumlupınar University and graduated from this undergraduate program in 2015.



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