



ARDA KOZAN

arda.kzn@gmail.com

PERSONAL

Website

<https://ardakzn.github.io/arda-kozan/>

LinkedIn

<https://www.linkedin.com/in/arda-kozan-b638141a6/>

LANGUAGES

- Turkish Native
- English B2

SKILLS

- Unreal Engine (C++ / Blueprints)
- Gameplay Programming
- Gameplay Systems
- AI Gameplay Logic
- Session & Lobby Systems

PROFILE

Gameplay-focused Unreal Engine Developer with 4+ years of experience building event-driven and data-driven gameplay systems. Strong background in reusable gameplay mechanics built with a component-based architecture.

WORK EXPERIENCES

2025 January - 2025 November

Forks & Daggers (Steam)

Unreal Engine Developer, Brightvoid Interactive

- Built a quest tracking and waypoint system for active objectives
- Designed a data-driven quest pool system with dynamic assignment
- Designed and handled lobby and session flow, including server listing, private/password-protected sessions, and join validation
- Built additional gameplay systems such as minigames and environmental events

2023 October - 2024 September

Altarium (Steam)

Unreal Engine Developer, Metavision Studio

- Owned and implemented AI behavior logic for in-game characters
- Worked on gameplay mechanics and player interactions

PROJECT EXPERIENCES

2022 March 04 - 2023 August 30

Flexible Recoil System (Fab.com)

Developer and Publisher of Unreal Engine plugin Flexible Recoil System.

2020 February 24 - 2020 September 27

Winner of Teknofest 2020 competition in category of Technology for Humanity.

EDUCATION

Bachelor's Degree

Sep 2019 - Jun 2023

Hasan Kalyoncu University, Gaziantep/Türkiye
Computer Engineering

High School Diploma

Sep 2013 - Jul 2017

Hatice Lütfü Akcan, Gaziantep/Türkiye