

Erdoğan Cem Evin - CV

Software Engineer, London, UK

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Skills

Game engines: Unreal Engine, Unity

Languages: C++, Python, C#, Lua

Other software development interests: Machine learning, web/mobile development

Experience

- **Uvula LLC - Game Developer**

December 2022 – Present

- Working as a gameplay/AI programmer for *To a T*, the upcoming title of Uvula LLC.
- Developed in Unreal Engine 5.
- Main work areas: AI of companions and NPCs in game. Player movement modes. Navigation. Audio.
- Contributed to all major gameplay systems: player controls, AI, audio (with Wwise), UI, and core logic.
- Worked on upgrading the project to Unreal 5.

- **The Multiplayer Group, UK - Software Engineer**

March 2021 – November 2022

- Worked on AAA multiplayer titles with 1M+ players.
- Worked on custom Unreal Engine systems solutions reducing network bandwidth.
- Gameplay programming for combat and movement.
- Developed animation analysis tools.
- Ported a large-scale Unreal 4 project to Unreal 5.

- **Living Phoenix Entertainment (Now called Tavernlight Games), Remote - Game Developer**

August 2018 – March 2021

- Worked on MMO games with thousands of players (Archlight online, Ravendawn online).

- Used a custom engine (C++/Lua).
- Full-stack gameplay and UI development (client and server).
- **Freelance Software Developer**
June 2014 – September 2018
 - Mobile app for lawyers in Turkey (used by 10,000+ lawyers).
 - Created *Musicographics*, a Unity-based graphical music composition app featured in exhibitions and courses.
 - Other projects: hypercasual games, mobile game level editor, and various mobile apps.

Education

- **METU, Ankara, Turkey – BSc in Computer Engineering**
September 2008 – June 2012
Graduated with honors, GPA: 3.53/4.00
- **BOUN, Istanbul, Turkey – MSc in Computer Engineering (Dropout)**
September 2012 – June 2014
- **Prins Claus Conservatoire, Groningen, NL – BA in Jazz Guitar**
September 2015 – June 2019
Graduated *cum laude*