

ERDOGAN CEM EVIN

Gameplay/AI Programmer

<https://cemevin.github.io> | cemevin@gmail.com | +44 7599 492360

Skills

- Game Engines: Unreal Engine, Unity
- Programming Languages: C++, Python, C#, Lua

Experience

Uvula LLC - Gameplay/AI Programmer

Dec 2022 - Jul 2025

- Worked from production phase until release and post release support.
- Developed AI systems for companions and NPCs in 'To a T'.
- Implemented player movement modes, navigation, and audio systems using Unreal Engine 4/5.
- Upgraded project from Unreal Engine 4 to 5, optimizing performance and stability.
- Contributed to core gameplay systems: player controls, AI, audio (Wwise), UI, and core logic.

The Multiplayer Group - Software Engineer

Mar 2021 - Nov 2022

- Worked on AAA multiplayer titles with custom Unreal Engine systems.
- Developed networking optimizations reducing bandwidth usage, improving multiplayer performance.
- Implemented gameplay features for combat and movement systems.
- Created animation analysis tools and ported large-scale Unreal 4 projects to Unreal 5.

Living Phoenix Entertainment - Game Developer

Aug 2018 - Mar 2021

- Developed MMO gameplay systems and UI for Archlight Online and Ravendawn Online.
- Worked in proprietary C++/Lua engine on both client and server code.
- Optimized large-scale multiplayer server performance.

Freelance Software Developer

Jun 2014 - Present

- Developed Boogiz dance app for analyzing and scoring user-submitted dance videos.
- Published MobilUDF mobile app for lawyers in Turkey to edit and sign legal documents.
- Created Musicographics, a Unity-based graphical music composition app showcased in exhibitions.
- Built hypercasual games, mobile level editors, and various mobile applications.

Education

- BSc in Computer Engineering, METU, Ankara, Turkey - GPA: 3.53/4.00 (Honors)
- BA in Jazz Guitar, Prins Claus Conservatoire, Groningen, NL - Cum Laude
- MSc in Computer Engineering (Incomplete), BOUN, Istanbul, Turkey