



# Halil İbrahim Özdemir

## Computer Engineer

### PROFILE

Versatile and passionate Game Developer with strong skills in both Unreal Engine (C++/Blueprint) and Unity (C#), supported by a Computer Engineering background. Experienced in creating complete gameplay systems, enemy AI, UI/UX integration, and platform optimization. Adept in both collaborative and independent game development environments, with hands-on exposure to infrastructure management and client-server logic. Currently pursuing a Master's in Computer Engineering.

### WORK EXPERIENCE

#### AnkA Interactive | Game Developer

2023 – 2025

At AnkA Interactive, I developed "Shahmaran", a bullet-hell action game using Unreal Engine 5 and C++. I handled the full gameplay architecture, including custom control mechanics, unique spell systems, health and damage logic, enemy AI, and UI/UX features. After launching the game on PC, I managed bug fixes and updates, then optimized the experience for mobile. This included adjusting controls, integrating AdMob for monetization, and resolving mobile-specific performance issues.

#### ROKETSAN | IT Application Management Intern

2022 – 2022

During my internship at Roketsan, I worked in the Application Management Unit, where I gained hands-on experience with enterprise IT systems. I installed WebLogic on Oracle Linux, managed Active Directory services, configured a Domain Controller on Windows Server 2019, and explored Exchange Server deployment and IIS web hosting.

### PROJECTS

#### EKOCIN | UNITY

Ekocin is a 3D educational endless runner game developed in collaboration with Ümit Numan Duman as part of a TÜBİTAK-funded project at Bolu Abant İzzet Baysal University. Targeted at middle school students, the game aims to promote awareness of environmental sustainability through engaging gameplay. I led the development of all core game mechanics, while also implementing a backend system using Node.js and MongoDB to enable real-time tracking of student progress by educators.

#### TINY SIEGE | UNITY

A 2D real-time strategy game in progress. The game features pathfinding, building mechanics, unit spawning, and combat systems, where players manage soldiers and structures in dynamic grid-based environments.

#### EXTRACTION POINT | UNREAL ENGINE

A third-person shooter created in one week as a case study. I developed core mechanics, AI with pathfinding and vertical shooting logic, weapon systems, and responsive character animations. The game features surface-based sound variation and interactive environmental elements, centered around a mission to retrieve a hidden document.

#### CATPOCALYPSE | UNITY

Catpocalypse is a 2D endless runner that combines hyper-casual accessibility with scalable gameplay depth. Built entirely with custom-designed assets, the game features a dynamic score system, power-up mechanics, and responsive mobile controls. I led the implementation of core gameplay systems, UI integration, and power-up logic, ensuring smooth performance across devices. The result is a mobile-ready game that balances replayability with a polished user experience.

#### SHAHMARAN | UNREAL ENGINE

Developed as a full-featured action bullet-hell game, Shahmaran showcases my ability to create robust gameplay systems from scratch. I implemented core mechanics including spellcasting, health/damage systems, enemy AI, custom controls, and immersive UI/UX elements. After its PC release, I handled post-launch updates and performance fixes, followed by a mobile adaptation involving AdMob integration, control reconfiguration, and mobile optimization. This project demonstrates my end-to-end development capabilities across platforms.

#### REVENGE : THE DAGGER | UNREAL ENGINE

As my graduation project, I co-developed this side-scroller puzzle game with a team of three. I led the gameplay programming efforts, designing combat systems including melee and ranged mechanics, enemy AI, a zipline feature, and puzzle logic. I also built quest/dialogue systems with NPCs, implemented a hub system, and handled cross-level data tracking and optimization.



Ankara



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[Portfolio - Halil İbrahim Özdemir](#)



[LinkedIn - Halil İbrahim Özdemir](#)



[Github - Halil İbrahim Özdemir](#)

### EDUCATION



#### Kırıkkale University

Master of Science in Computer Engineering  
2025 - Present



#### Alaaddin Keykubat University

Bachelor of Science in Computer Engineering  
2020 - 2024 - 2,81 GPA

### CAPABILITIES

- C/ C++ / C# / Python / Blueprint
- Unreal Engine 4,5
- Unity
- Linux
- AWS

### LANGUAGES

- Turkish - Mother Tongue
- English - B2
- Spanish - A2
- Russian - A1

### REFERENCES

#### Caner Kurt

AnkA Interactive / CEO

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#### Özge Öztimur Karadağ

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