EGEMEN TON

📞 +90 538 502 22 24
📍 Beylikdüzü, Istanbul, Türkiye
✉ egementon98@gmail.com
in LinkedIn
</> Portfolio
○ GitHub

SUMMARY

Passionate **programmer** with a background in **physics** and strong game **design** sensibility, **2.5+ years** of experience building and optimizing **gameplay** systems, **AI** behaviors, **UI** elements, and **combat mechanics** in **Unreal Engine (C++/Blueprint)**.

Passionate about creating immersive gaming experiences that engage players and leave a lasting impact.

WORK EXPERIENCE

Unreal Engine Game Developer
07/2024 – present

SinginGiant

Revenge of the Mage (FPS Roguelite Boomer Shooter, UE5)

- Led a 5-person coding team and oversaw the technical development process, including task planning, assignment, and milestone tracking.
- Worked primarily as a gameplay programmer, while also taking on responsibilities and contributing to game design when needed.
- Developed 40+ mage spells, a variety of passive abilities, and status effects (stun, burn, freeze, etc.) using the Gameplay Ability System.
- Implemented enemy AI for melee, ranged, explosive, flying, and turret enemies, along with boss fights.
- Created diverse projectile mechanics, including homing, piercing, and explosive types.
- Built spawner systems for power-ups, lootable gems, boss arena traps, and enemy waves.
- Built gameplay systems such as aim assist support, combo gauge meter, dynamic difficulty and more.
- Developed and integrated combat UI elements like health bars, hit indicators, floating damage text, and screen effects triggered by low HP.
- Handled SFX implementation and maintained localization integration across all game content.
- Actively engaged with the community and integrated player feedback into game updates.
- Took the project from prototype to Early Access, and continued supporting it with major updates.
- Achieved "Very Positive" (+80%) rating on Steam.

Contain (FPS Co-op Tactical Shooter, UE5)

- Joined in March 2025. Responsible for gameplay programming.

Unreal Engine Game Developer
02/2023 – 05/2024

Funverse Games

Hit and Boom (Battle Royale/MOBA, UE4)

- Developed player abilities, including new abilities and bug fixes.
- Worked on UI elements to improve user experience and functionality.
- Enhanced network programming skills to support the multiplayer gameplay.
- Designed and programmed the AI system from scratch, allowing AI teams to:
  * Move in squads of three while staying within the zone.
  * Clear enemy camps and engage in fights using skills.
  * Strategically avoid unfavorable encounters and survive until the final zone.
- Received positive feedback from both players and colleagues for AI design and implementation.

SKILLS

- Game Programming
- Game Design
- Unreal Engine, C++, Blueprint
- Gameplay, AI, UI, Network
- Gameplay Ability System (GAS)
- Git

EDUCATION

Bachelor's Degree | *Physics Engineering*   2016 – 2022
Istanbul Technical University   Istanbul, Türkiye

GPA: 2.97/4.00
Relevant Coursework: Symbolic and Numerical Techniques in Physics (C++ / Matlab), Computational Analysis of Physical Systems (Python), Introduction to Programming Language (Fortran)
Thesis Title: "Exploring New Methods to Mechanically Exfoliate Graphene and Examining the Cleavage Energy of Graphite", "Applications of Atomic Force Microscopy"

HOBBIES & ACTIVITIES

- Playing video games
- Enthusiasm for composing music as a self-taught piano, guitar, and most recently a tin whistle player
- Watching movies
- Reading sci-fi/fantasy books
- Consistently attending the gym to maintain a healthy and active lifestyle
- I am an animal lover, dedicated to caring for animals to the best of my ability

REFERENCES

- Lead Game Developer (Funverse Games) - Muhammed Doğru