



EMIR ISIK

Unreal Engine
Generalist

Contact

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Skills

Unreal Engine 4

Unreal Engine 5

Blender

Sublime Text

Visual Studio

Game prototypes

Quality Assurance Testing

Glitch and bug resolution

Networking and Multiplayer

Experienced Unreal Engine Developer with a proven track record in video game development spanning 5 years. Dedicated to crafting immersive gaming experiences, adept at prototype creation, and skilled in effectively communicating project progress and debugging issues to ensure successful project outcomes.

Work History

2024-02 -
2024-03

Unreal Engine Developer

StatPal: Advanced Stat/Attribute System, Remote

- Created a comprehensive, compact & optimized stat/attribute system for the Unreal Engine Marketplace
- Worked on frontend - designed Pal series signature UI elements
- Worked on backend - built intricate object/component based system

2024-01 -
2024-03

Unreal Engine Developer

QuestPal PRO: Advanced Quest System, Remote

- Built an advanced Quest Framework, inspired by World of Warcraft, for the Unreal Engine Marketplace.
- Worked on frontend.
- Worked on backend - built the systems for the framework utilising Actor Components & Data Tables, using Blueprints.

2024-01 -
2024-02

Unreal Engine Developer

NotifyPal: Compact Notification System, Remote

- Built compact notification system for Unreal Engine Marketplace.
- Worked on frontend
- Worked on backend - built system for handling notifications.
- Worked on optimization.

2024-01 -
2024-02

Unreal Engine Developer

CurrencyPal: Advanced Currency Component, Remote

- Built advanced currency component for Unreal Engine Marketplace.
- Worked on frontend.
- Worked on backend - built currency component, also utilized Data Assets for data-driven development.

2023-12 -
2024-02

Unreal Engine Developer

SkillPal: PRO - Advanced Skill/Ability System, Remote

- Built advanced Skill/Ability Framework, for Unreal Engine Marketplace.
- Worked on frontend - built complex UI, taking inspiration from World of Warcraft: Classic's talent system.
- Worked on backend - built various systems for the framework utilizing Actor Components & Data Assets, using Blueprints.

Game Engine Familiarity



Adaptability



Self Motivation



Problem-Solving



Continuous Improvement



Process Documentation



Languages

English



Turkish



2023-11 -
2024-01

Unreal Engine Developer

PocketPal: PRO - Advanced Inventory System, Remote

- Built advanced Inventory System, inspired by World of Warcraft, for Unreal Engine Marketplace.
- Worked on frontend - built various UI, using UMG
- Worked on backend - built systems for the framework utilizing Actor Components & Data Tables, using Blueprints.
- Created complex slot-based inventory.
- Created vendor/storage system.
- Created simple crafting system.

2023-08 -
2023-12

Unreal Engine Generalist

Elderstale: A Low-Poly RPG Experience, Istanbul, Turkey (Remote)

- Created a stat/attribute system utilizing Gameplay Tags
- Utilized OOP to make data-driven assets/blueprints
- Created a sophisticated quest system
- Created various NPC's & monsters
- Utilized behavior trees for a dialogue system
- Created an auto save/load system
- Worked on frontend to create minimalist UI's
- Worked on basic level/game design
- Used Gaea to generate landscape

2023-11 -
2023-11

Unreal Engine Generalist

MGR: Project AtOm, Istanbul, Turkey (Remote)

- Mağara Jam 2023 entry - made in 72 hours.
- Created an interact/inspect/read system.
- Created an objective system.
- Created a combo system.
- Created a simple decapitation system (for decapitating zombies!)
- Created simple AI
- Created a simple menu & minimalistic UI/UX.

2022-11 -
2022-12

Unity Game Developer

Lunar Vengeance - Infinite Runner, London (Remote)

- Created a tile-based infinite terrain generator.
- Created a currency/score system.
- Created a save/load system.
- Created an in-game shop system (game currency).

2022-08 -
2022-10

Unreal Engine Generalist

Project: Survival, Istanbul, Turkey (Remote)

- First attempt at peer-to-peer multiplayer in Unreal Engine 4.
- Using ALS, tweaked to work in a networked environment.
- Created a resources/attributes system.
- Created inventory/storage systems.
- Created a multiplayer lobby system.
- Created a spectate system.
- Worked on AI systems.

2021-11 -
2022-05

Unreal Engine Generalist

*Dungeon Run: Rise Of The Goblins, Istanbul, Turkey
(Remote)*

- Created a basic inventory/equipment system.
- Created a class system.
- Created a skill/ability system.
- Created a simple save/load system.
- Worked on advanced AI, utilizing behavior trees & EQS.
- Worked on combat systems.
- Worked on frontend.

Education

2020-09 -
2023-08

Bachelor of Science: Management With Entrepreneurship

Royal Holloway - London, UK

- Degree Awarded with First Class Honours

2015-09 -
2019-09

High School Diploma

Sev American College - Istanbul, Turkey

Interests

3D Video Games

Unreal Engine Blueprints

UMG UI/UX

Game Systems

Minimalistic Art

Music Production