

Ahmet Burak Yuksel

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PROFILE

Game Developer specializing in **Unreal Engine 5.6 (C++/Blueprints)**. Focused on developing immersive systems and engaging mechanics for Action-Adventure and RPG titles, supported by a commitment to narrative world-building. Experienced in implementing AI behavior systems, combat state machines, and core gameplay mechanics. Led the 1st-ranked team awarded **Best Project (Bilkent University)**, in collaboration with **Havelsan**). Professional background in simulation systems and technical testing within the defense industry, recognized as the **Best Intern** at Simsoft Technologies. International academic experience at *Metropolia University of Applied Sciences, Helsinki, Finland*.

EDUCATION

Bachelor of Science in Computer Technology & Information Systems

Bilkent University • CGPA: 2.83/4.0 • Admission Scholarship

January 2020—May 2024, Ankara, Turkey

Key Coursework: *Discrete Mathematics, Object Oriented Programming, Computer Algorithms, Software Engineering Principles, Data Structures*

Key Project: Senior Project - ChatGPT integrated Role-Playing Game built on Unreal Engine 5 using C++.

1st Ranking Team Award - CTIS Awards 2024: Recognized by the Department of Information Systems and Technologies, Bilkent University, in consultation with Havelsan for my team's Senior Project titled "*Knight of the Alliance*".

Erasmus+ Exchange Student, Information Technology

Metropolia University of Applied Sciences

January 2022—May 2022, Helsinki, Finland

Key Coursework: *Game Engines, Introduction to Game Business*

SKILLS

Programming Languages: C++, C, Python, SQL, C#

Unreal Engine 5.6: Gameplay Programming (C++ & Blueprints), Gameplay Ability System (GAS), Motion Matching

Game Development: AI (Behavior Trees, State Machines), Combat Systems, Locomotion, Gameplay Mechanics

Software Engineering: OOP, OOA/OOD, Design Patterns (SOLID), UML

Tools & Technologies: Git, Qt Framework, OpenGL, GLUT, Doxygen, AWS

EXPERIENCE

Independent Game Developer

Abyrax Studio

September 2024—Present, Ankara, Turkey

- Developing "**Bothun: Rise of the Lights**," a Nordic-themed action-adventure game in **Unreal Engine 5.6** targeting PC.
- Implementing core gameplay systems in **C++** and **Blueprints**, including combat mechanics and AI-driven NPC behaviors.
- Designing scalable and performance-oriented systems for real-time gameplay.
- Managing development workflow from concept (GDD) to prototyping and milestone planning, including incubation-stage presentations.
- Authoring an accompanying narrative to establish a deep narrative foundation and IP development.

Software Engineer Intern (On-Site)

Simsoft Technologies (Simulation & Defense)

January 2023—May 2023, Ankara, Turkey

- Developed and extended a **C++/Qt-based** project builder tool for simulation environment configuration and workflow management.
- Localized and maintained technical documentation using Doxygen, improving codebase clarity and team usability.
- Improved a simulation setup application to resolve deployment failures and streamline software installation for end-users.

Best CTIS Intern Award - CTIS Awards 2024: Recognized by the Department of Information Systems and Technologies, in consultation with Simsoft Technologies, for excellence in a long-term internship.

Software Test Engineer Intern (On-Site)

Simsoft Technologies (Simulation & Defense)

August 2022—September 2022, Ankara, Turkey

- Designed and executed structured test cases for simulation workflows, focusing on system validation and functional correctness.
- Validated simulation functions and reported critical engine bugs, providing detailed reproduction steps to the development team.
- Conducted engine-level map and texture testing, identifying visual glitches and performance bottlenecks in 3D simulation environments.

PROJECTS

Award Winning Senior Project Knight of the Alliance (2024 - Unreal Engine 5.3)

[Github Project Link](#)

- Led development as Project Lead, defining core gameplay direction and managing team task distribution and milestones.
- Developed and implemented locomotion, combat system, AI behaviors, and persistent save/load systems using C++ and Blueprints.

Bothun: Rise of the Lights (2025—Present - Unreal Engine 5.6)

[Youtube Trailer Link](#)

- Implementing the Gameplay Ability System to build a Magic System and dynamic combat featuring complex climbing and traversal mechanics.

Project Alkut (2024—Present - Unreal Engine 5.5)

[Youtube Trailer Link](#)

- Developing a TPS action-adventure prototype featuring Motion Matching, modular weapon systems, and loot-based progression mechanics.

2D Platformer (2024 - Unreal Engine 5.3)

[Github Project Link](#)

- Built a platformer game using Paper 2D featuring physics-driven jumper/falling platforms, modular traps, and enemy-catching mechanics.

Parkour Trials (2023 - Unreal Engine 5)

[Github Project Link](#)

- Developed a traversal prototype featuring foundational movement systems, environmental traps, and puzzle-based progression logic.

LANGUAGES

English (Professional Working Proficiency | IELTS Academic: 7.0/9.0), **Turkish** (Native), **Finnish** (Beginner)

REFERENCES - References available upon request.