

Muhammet Enes Uurlu

Game Developer | Unreal Engine & C++

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G [Github](#)

L [Portfolio](#)

L [Linkedin](#)

SUMMARY

Unreal Engine Developer with 2+ years of practical experience in C++ and Blueprints. Proficient in Gameplay Ability System (GAS), AI architecture, and system design. Expanding skillset in Network Replication and multiplayer architecture, with a passion for writing clean, optimized code in UE5.

EXPERIENCE

Game Developer | Unreal Engine

Studio Femme Fatale

📅 08/2024 – Ongoing

- Working as a Game Developer for a singleplayer Hack&Slash, Roguelike game for PC (still under development for beta version).
- Engineered AI behaviors using Behavior Trees and implemented character skills via Gameplay Ability System.
- Improved level performance by implementing LODs (Level of Detail) and optimizing Lighting settings.
- Implemented PCG to automate forest environment creation.

Keywords: UE5, AI, C++, GAS, PCG, Game Design

Projects

Project Rumble | Survival Action Prototype

📅 10/2025 – Ongoing

Reverse bullet-hell prototype currently being expanded into a multiplayer Co-op experience. Focus areas include Network Replication, inventory systems, and optimizing AI for multiplayer environments.

Idle Civilization Game | Incremental

📅 04/2025 – 09/2025

Resource management system, cosmic progression, upgrade loops, and economy balancing.

FPS Basics | First-Person Shooter Prototype

📅 02/2024 – 08/2025

Core FPS features: ammo management, reload system, crosshair mechanics, ADS logic.

RPG Starter | GAS-Based RPG Framework

📅 12/2023 – 09/2025

Attributes, abilities, item-granted skills, inventory system, multi-map exploration.

EDUCATION

Bachelor's Degree In Computer Science

Sabahattin Zaim University

📅 2016 - 2021 📍 Istanbul, Türkiye

LANGUAGES

English Advanced

Turkish Native

STRENGTHS

Game Development

System Development

UI Programming

Problem Solving

Analytical Thinking

Creativity

Attention to Detail

SKILLS

C++ Unreal Engine C Github

C# Java SQL Android

Blueprint Git

COURSES

Unreal Engine

[Stanford University](#)

STL & Object Oriented Programming On C++

Dr. Frank Mitropoulos [Udemy](#).

PASSIONS

Space

Programming

Science

Philosophy

Mathematics

Biology

Gaming