

Emirhan Bilgin

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CAREER HIGHLIGHTS

Game developer and computer engineer with a dual academic background in Digital Game Design and Computer Engineering. Experienced in developing gameplay systems, prototypes, and interactive projects using Unreal Engine, Unity, C++, C#, and JavaScript. Interested in technical game development, interactive experiences, and creative problem solving, with hands-on experience in both game production and software engineering environments.

KEY AREAS OF EXPERTISE

- Game Design, Game Programming
- UI/UX for Games, Interactive Systems
- Unreal Engine, Unity
- C++, C#, JavaScript, HTML

PROFESSIONAL EXPERIENCE

OpenBrim | Ankara, Turkey

Intern Software Engineer | 2024

- Contributed to the development of a web-based system for civil engineers to model 3D structures and project them onto live maps.
- Improved practical skills in HTML and JavaScript, particularly in web-based 3D visualization.

Tigloos Games | Istanbul, Turkey

Intern Game Developer | 2023

- Completed a compulsory internship focused on mobile and PC game development.
- Worked with Unreal Engine, C++, and Blueprint system for gameplay mechanics and prototyping.
- Strengthened problem-solving and object-oriented programming skills in real-world development settings.

EDUCATION

İstinye University | Istanbul, Turkey (Graduated)

Bachelor's Degree in Computer Engineering | 2022 – 2025 | GPA: 2.89/4.00

İstinye University | Istanbul, Turkey (Graduated With High Honor)

Bachelor's Degree in Digital Game Design | 2020 – 2024 | GPA: 3.58/4.00

TECHNICAL SKILLS

- **Programming Languages:** C++, C#, JavaScript, HTML
- **Game Engines:** Unreal Engine, Unity

- **Other Tools:** Photoshop, Blueprint System
- **Areas of Interest:** Game Development, Game Design, Interactive Media, Software Engineering

LANGUAGES

- **Turkish** (Native)
- **English** (B2/Upper-Intermediate)

PERSONAL PROJECTS & INTERESTS

Developed and published several indie games, focusing on gameplay design and simulation. Notable projects include:

- **Deadly Seven** – A top-down shooter with puzzle elements (Unity C#, itch.io, GitHub)
- **Spicy Turnip**– A restaurant management mobile game prototype (Unreal Engine C++, GitHub, itch.io)
- **Cinema Hall Simulator** – A browser-based business sim (Unity C#, itch.io)
- **Midnight Katana**– A pixel-art 2D platformer (Unity C#, GitHub, itch.io)
- **CodeCrush** - A fast-paced typing game inspired by *Z-Type* (UnrealEngine C++, GitHub, itch.io)

Continuously working on personal projects to improve skills in game development, C++/C#, and interactive systems.