

CONTACT

LOCATION

Istanbul, Turkey

TIMEZONE

UTC+3 · CET/CEST hours OK

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SKILLS

Engines

Unity (C#) · Unreal Engine 5 (C++/Blueprint)

Languages

C#, C++, Java, C

Gameplay & Systems

Inventory, crafting, building, save/load, day-night, resource management, procedural & endless levels

Multiplayer

Netcode for GameObjects, Steam OSS, state sync

AI

Behavior Trees & Blackboards (custom nodes)

UI / UX

HUD & gameplay UI, custom elements, localization

Performance

Object Pooling, Data Tables, LODs, memory optimization

Editor Tooling

Editor Utility Widgets, pipeline automation

Practices & Tools

SOLID, design patterns · Jira, Notion, Miro

Source Control

Git, Subversion (SVN), Diversion

LANGUAGES

Turkish	Native
English	Professional
Japanese	Beginner

EDUCATION

B.Sc. Computer Engineering

Karabük University · 2020–2024

ACHIEVEMENTS

KBU Game Experts

Nov 2022 – Sep 2024

Selected 1 of 7 from 200 students for the game-dev group.

Lab Assistant, Karabük University

Nov 2023 – Jan 2024 · Appointed by faculty

Yılmaz Tarık İpekçi

GAME DEVELOPER

Game developer with 3+ years of studio experience in Unity (C#) and Unreal Engine 5 (C++/Blueprint). My code shipped in **HELLBREAK**, a roguelite FPS on Steam rated Very Positive, and my next title, a 4-player co-op zombie defense game, is in development with Steam multiplayer already working. I own gameplay features end to end: online multiplayer, Behavior Tree AI, save systems, UI and localization in 10+ languages, with performance gains of up to 2.5×. Particular strength in simulation and survival games. Every studio role I have held was fully remote on an international team; available during CET/CEST office hours.

WORK EXPERIENCE

Hiraru Games · Game Developer

Feb 2026 – Present · Remote

- ▶ Built a network-synchronized cage-soiling system using dynamic materials; cages get progressively dirty and replicate consistently across all clients.
- ▶ Developed a collision-checked decoration system that lets players place props around the environment.
- ▶ Added client-side visual effects, fixed build-stability bugs and managed localization in 10+ languages.

Visma Games · Game Developer

Mar 2025 – Sep 2025 · Remote

- ▶ Delivered major systems for a simulation game, including the Cleaning System and Tutorial System, in a hybrid C++/Blueprint workflow.
- ▶ Implemented Behavior Tree AI with custom nodes, UI programming, save/load, dynamic material logic and localization in 10+ languages.
- ▶ Raised frame rate 2–2.5× by reducing tick rates, simplifying collision, optimizing AI and tuning LODs and textures; used Object Pooling and Data Tables for scalable game data.
- ▶ Resolved both legacy and newly introduced bugs across the codebase.

Double Barrel Games · Game Programmer

Jun 2023 – Feb 2025 · Remote

HELLBREAK, released on Steam (Very Positive) · Promoted from part-time to full-time

- ▶ Built the game's HUD and core UI in C++/Blueprint: off-screen enemy direction indicators, health bar, collected-souls counter and a skill cooldown system with its UI.
- ▶ Fixed enemy movement and ability bugs and refined gameplay responsiveness across iterative feature expansions.
- ▶ Contributed through the full lifecycle, from demo production to launch and post-release support.

Tigloos Games · Game Programmer Intern

Jul 2024 – Aug 2024

- ▶ Built a procedural-grid chessboard system in UE5 (C++/Blueprint) with rule-based spawning and state control.
- ▶ Prototyped an RTS with resource management, modular building placement, unit control and Behavior Tree AI.

Veri Bilgi Merkezi · Software Engineer Intern

Jul 2023 – Aug 2023

- ▶ Built an RPA tool automating criteria-based data extraction (auto-login, dynamic scraping) with structured Excel export.

SELECTED PROJECTS

Unannounced Co-Op Zombie Defense · Unreal Engine 5 **IN DEVELOPMENT · HEADING TO STEAM**

4-player co-op zombie defense with working Steam multiplayer and a playable demo. Physics-driven combat (dismemberment, ragdoll chain reactions) and a wave mutation system.

Level Asset Analyzer · UE5 Editor Tool · [GitHub](#)

Editor Utility Widget that audits Static Mesh Actors (triangles, materials, collision), sorts them into poly-count folders, flags duplicate meshes and raises tiered performance warnings.

Co-Op Survival (Senior Project) · Unreal Engine 5 · [GitHub](#)

Third-person co-op survival with inventory, crafting, building, day-night cycle and AI. Steam OSS synchronized multiplayer for up to 4 players, plus a full HUD/UI.

Co-Op Survival · Unity · [GitHub](#)

2D online co-op zombie survival: synchronized 4-player multiplayer (Netcode for GameObjects), dynamic wave spawning, diverse enemy AI and an upgrade mechanic on a SOLID architecture.

Ranch Gallop · Unity · [GitHub](#)

3D endless runner with a procedurally generated infinite level and optimized tile destruction; runs on both PC and mobile.

Also on [GitHub](#): **Tower Defense**, **Animal Match** (match-3) and **Fox's Tale** (2D pixel-art platformer), all in Unity.