

EMRE ADIS

TECHNICAL GAME DESIGNER | UE5 BLUEPRINT DEVELOPER

Istanbul, Türkiye | Open to relocation & visa sponsorship
eemreadis@gmail.com | +90 551 957 23 61 | linkedin.com/in/emreadis | emre-adis-portfolio.netlify.app

PROFILE

Digital Game Design graduate focused on gameplay systems, player-facing mechanics, and Unreal Engine 5 Blueprint development. Led the design, implementation, testing, and coordination of Minus Sixty from prototype to a feature-complete playable build. Comfortable translating design goals into working systems, debugging interconnected gameplay logic, and collaborating across design, UI, and 3D production.

EXPERIENCE

NevGame - Game Production Internship

Feb 2026 - Jun 2026

Game Designer / UE5 Developer / Project Lead - Minus Sixty

Atmospheric single-player survival game | Unreal Engine 5 | 3-person team

- Owned gameplay-system design, Blueprint implementation, testing, and feature prioritization across a three-person production team.
- Designed and implemented grid-based inventory, pickup/use/drop interactions, resource checks, fire-survival mechanics, environmental puzzles, progression gates, and player-facing feedback.
- Built and debugged save/load and checkpoint flows for persistent placed objects, burned-out fire states, player restoration, and progression-critical state.
- Coordinated priorities and dependencies with UI and 3D artists, tested integrated features, and supported the project through feature completion and release preparation.
- Current project status: feature-complete; final bug fixing, polish, voice-over production, and Steam page preparation are in progress.

SELECTED PROJECTS

Grappling Hook System - UE5 Prototype

Designed a traversal prototype focused on responsive movement feel, cable behavior, player control, and Blueprint-driven interaction.

Skill Tree System - System Prototype

Built a data-driven progression prototype using structured skill definitions, UI feedback, and reusable gameplay-state logic.

Fun Factor - 3D Platformer

Designed a Teach-Test-Challenge level flow and implemented movement/camera logic with emphasis on onboarding, readability, and player guidance.

Mars Marine - Sci-Fi Action Shooter

Implemented combat mechanics and enemy-behavior prototypes; iterated pacing, feedback, and moment-to-moment gameplay feel.

SKILLS

Game Design: Mechanic design, systems design, core loops, progression, onboarding, level flow, playtesting, iteration, player feedback
Technical: Unreal Engine 5, Blueprint Visual Scripting, UMG/widgets, save/load logic, gameplay state, basic C++, Git/GitHub, Paper2D
Production: Task planning, prioritization, documentation, cross-functional coordination, debugging, build-readiness support

EDUCATION & ADDITIONAL

Nisantasi University - B.A. in Digital Game Design

2022 - 2026

Course: Blueprint Game Developer - Unreal Engine 5, GameDev.tv (Jan 2024)
Languages: Turkish (Native) | English (Working proficiency) | German (Beginner)
Community: Indieway 2022/2023 and Gaming Istanbul 2023 event volunteer