EMRE ADIS

TECHNICAL GAME DESIGNER | UE5 BLUEPRINT DEVELOPER

Istanbul, Turkiye | Open to relocation and visa sponsorship
eemreadis@gmail.com | +90 551 957 23 61
https://emreadis.com | linkedin.com/in/emreadis

PROFILE

Digital Game Design graduate focused on gameplay systems and Unreal Engine 5 Blueprint development. Led Minus Sixty from prototype to a feature-complete playable build in a three-person team, combining systems design, implementation, debugging, and playtesting.

EXPERIENCE

NevGame | Game Production Intern | Feb 2026 - Jun 2026

Minus Sixty | Game Designer / UE5 Developer / Project Lead

Atmospheric single-player survival game built in Unreal Engine 5.

- Owned gameplay-system design, Blueprint implementation, testing, and feature prioritization across a three-person team.
- Designed and implemented grid-based inventory, item pickup/use/drop interactions, resource checks, fire-survival mechanics, environmental puzzles, and progression gates.
- Built and debugged save/load and checkpoint systems to preserve placed objects, burned-out fire states, player restoration, and progression-critical state.
- Coordinated dependencies with UI and 3D artists, tested integrated features, and supported the project through feature completion and release preparation.

Project status: Feature-complete playable build; Steam store page is live with the final trailer.

SELECTED PROJECTS

Grappling Hook System | UE5 Prototype

Built a Blueprint traversal prototype focused on responsive movement, cable behavior, player control, and interaction.

Skill Tree System | System Prototype

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

Fun Factor | 3D Platformer

Designed Teach-Test-Challenge level flow and implemented movement and camera logic for onboarding and player guidance.

Mars Marine | Sci-Fi Action Shooter

Implemented combat and enemy-behavior prototypes; iterated on pacing, feedback, and gameplay feel.

SKILLS

Technical: Unreal Engine 5, Blueprint Visual Scripting, UMG/widgets, save/load systems, gameplay state, basic C++, Git/GitHub, PaperZD, MySQL/databases.

Design: Mechanics and systems design, core loops, progression, onboarding, level flow, playtesting, iteration, player feedback.

Production: Task planning, prioritization, documentation, cross-functional coordination, debugging.

EDUCATION

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)