DENIZHAN TOPRAK - GAMEPLAY PROGRAMMER

İzmir / Türkiye | toprakdenizhan19@gmail.com | elmarath.com | github.com/elmarath | +90 507 616 33 78

SUMMARY

Unreal Engine developer with a computer engineering background and a focus on creating dependable systems that help teams build and ship efficiently. Experienced in shaping technical workflows, creating and extending development tools, balancing performance with maintainability.

PROFESSIONAL EXPERIENCE

Tigerroll Studios - Gameplay Programmer *United Kingdom - Remote* - **Dec 2025 - Present**

- Designed and implemented core gamplay systems for **The Freeblades** *Co-Op Action-Advanture RPG Combat Game* using *Unreal Engine 5* in a 5-10 team sized remote based studio.
- Led technical development of The Freeblades, building developer tools, pipelines, and gameplay systems while maintaining 60+ FPS performance on target hardware.
- Owned and Implemented *Gameplay AI*, *NPC AI Dialogue*, *Multiplayer Combat and Interaction Abilities*, *Inventory*, *In-Game Chat*, *Save Systems* and more using *C++* and *Blueprints*.
- Implemented the game's *UI/UX* using and extending Unreal Engine's *Common UI* framework, building a cross-platform, gamepad-friendly interface architecture.
- Coordinated between design and engineering teams by organizing *Figma* workflows and establishing clear pipelines for translating hundreds of UI designs into in-game UI.

Archinord Software - C++ Developer *Turkiye - Office* - **July 2024 - July 2025**

- Led the development of multiple architectural visualization projects, helping establish partnerships with 20+ construction companies within the first six months of the studio's launch as part of a three-person team using *Unreal Engine 5 and AWS*.
- Architected and implemented a modular content delivery system, allowing multiple architectural visualization projects to be deployed and updated independently across kiosk devices from a single Unreal Engine project. Streamlined maintenance, reduced development costs, improved scalability. Used Game Features and custom delivery tools.

Indie Game Project - Lead Developer **Dec 2023 - Present**

- Developing Thrall Guard, a *top-down co-op medieval slasher* using *Unreal Engine 5*.
- Created and published Unreal Engine plugins for the community, achieving over *4,500* sales.
- Implementing and extending Unreal Engine frameworks and systems, including *Gameplay Ability System (GAS)*, *Common UI*, *MVVM*, *Mover 2.0*, *Gameplay Cameras*, and *StateTree*.
- *Creating custom shaders, UI materials, animations, VFX, cinematics, and level designs.*

Retter Business Services - Software Developer *Turkiye - Remote* - **July 2021 - July 2023**

- Developed various retail backend projects from the start, documenting and addressing issues. (including Pınaronline, Jotun Usta Fırçalar, Koçailem, Unishop.)
- Built reusable *n8n* backend testing workflows for 20+ customer projects, improving stability and reducing developer testing time by 80%.

EDUCATION

Bachelor of Computer Engineering
Marmara University **Sep 2019 - July 2023**

SKILLS & OTHER

- **Skills:** C++, C#, Java, Python, Javascript, Git, Perforce, AWS, Blender, Cascadeur, OOP, AI, Unreal Blueprints, Network Replication, Software Architecture, Project Management, Jira
- **Languages:** English, Turkish
- **Student Clubs:** Marmara University Game Development - Founder/Chairman