

# Erdoğan Cem Evin

Software Engineer, London, UK

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## SKILLS

**Game engines:** Unity, Unreal 4, Unreal 5

**Languages:** C++, C#, Python, Lua

**Other interests:** Machine learning, web/mobile development

## EXPERIENCE

**The Multiplayer Group, UK** - *Software Engineer*

MARCH 2021 - PRESENT

- Working on AAA multiplayer titles with 1M+ players
- Develop custom systems for Unreal Engine that help save over 50% network bandwidth use for a multiplayer game
- Player combat/movement gameplay
- Develop skeleton/animation analysis tools helping to get rid of duplicate animation assets by 75%
- Porting an Unreal 4 project to Unreal 5

**Living Phoenix Entertainment, Remote** - *Game Developer*

AUGUST 2018 - MARCH 2021

- Worked on an MMO game with 50000+ players
- Custom engine using C++ and Lua
- Server and client side gameplay and UI

**Freelance Software Developer**

JUNE 2014 - SEPTEMBER 2018

- Mobile app for lawyers in Turkey (server and client) that has been used by 10000+ lawyers
- [Musicographics](#), a graphical music composition app made in Unity that has been used in exhibitions and university courses
- Other client projects include: hypercasual games, level editor for mobile games, various mobile apps

## EDUCATION

**METU, Ankara, Turkey** - *BSc In Computer Engineering*

SEPTEMBER 2008 - JUNE 2012

Graduated as an honor student with GPA 3.53/4

**BOUN, Istanbul, Turkey** - *MSc In Computer Engineering (Dropout)*

SEPTEMBER 2012 - JUNE 2014

**Prins Claus Conservatoire, Groningen, NL** - *BA In Jazz Guitar*

SEPTEMBER 2015 - JUNE 2019

Graduated cum laude