Mustafa Nizamettin Kablama

Unreal Engine Game Developer

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PROFILE

Unreal Engine Game Developer with over 3 years of professional experience specializing in gameplay programming, ability systems, and modular game mechanics. Proven track record working on commercial projects, including a released action title and a MOBA prototype. Strong background in Unreal Engine 5, gameplay architecture, and collaborative development in remote teams. Engineering background with a solid foundation in problem-solving and system design.

EXPERIENCE

Elyzio 06/2023 – 10/2025
Gameplay Programmer Remote
Worked as a Gameplay Programmer on **Warden's Will**, a commercial action game.
- Designed and implemented **augment systems**, including modular and scalable gameplay modifiers
- Developed **active and passive ability systems** with extensible architecture
- Implemented and maintained **weapon systems** with varied gameplay behaviors
- Contributed to multiple **game modes**, focusing on balance, performance, and maintainability
- Collaborated closely with designers and artists to iterate on gameplay features
- Fixed gameplay-related bugs and optimized systems for production stability

Frostline Games 08/2022 – 01/2023
Unreal Engine Game Developer İstanbul, Türkiye
Contributed to the development of a **MOBA prototype** at Frostline Games.
- Built **complex ability systems** supporting multiple characters and skill variations
- Assisted in gameplay logic implementation using **Unreal Engine C++ and Blueprints**
- Participated in rapid prototyping and iteration cycles
- Worked within a small team, gaining experience in fast-paced studio environments

EDUCATION

Konya Technical University 09/2019 – 07/2025
Bachelor's Degree – Electrical & Electronics Engineering

Selçuk University 09/2016 – 08/2018
Associate Degree – Electrical & Energy Technologies

Adil Karaağaç Vocational and Technical High School 09/2012 – 06/2016
Electrical Systems & Panel Assembly

CERTIFICATIONS

- Advanced Unreal Engine 5 Multiplayer Gameplay Programming
- Unreal Engine C++ – The Ultimate Shooter Course
- Unreal Engine C++ – The Ultimate Game Developer Course
- The Ultimate Git Course (with Unreal Engine Applications)

SKILLS

Game Development — **Game Engines:** Unreal Engine 5 | **Programming:** C++, Blueprint Scripting | **Gameplay Systems:** Ability Systems, Augments, Weapons, Game Modes | **Version Control:** Git | **Development Practices:** Modular Design, Debugging, Optimization | **AI Tools:** AI-assisted game development (using AI tools in game development workflows) | **Soft Skills:** Team Collaboration, Problem Solving, Technical Communication