

March 29, 2026

BATUHAN MUSAOGLU

Tel: +90 530 111 41 30

Mail: batuhanmusaoglu1@gmail.com

Linkedin: <https://www.linkedin.com/in/batuhan-musaoglu-a02869179/>

EDUCATION

Halic University

B.S, Computer Engineering (2017-2021)

PUBLISHED PROJECTS

Sabotaj Oyun (HES Games); <https://en.idcgames.com/sabotaj/> - <https://store.steampowered.com/app/1436900/Sabotaj/>

FileDestined (Metavision Studio);
https://store.steampowered.com/app/2257460/File_Destined/

Hawken Reborn (DR Studios); <https://hawkenreborn.com/> - https://store.steampowered.com/app/705040/HAWKEN_REBORN/

Holy Shoot (Inventuna Games);
https://store.steampowered.com/app/2881660/Holy_Shoot/

Ertugrul Of Ulukayin (Tekden Studios);
https://store.steampowered.com/app/2133520/Ulukayn_Erturul/ - <https://store.epicgames.com/tr/p/ertugrul-of-ulukayin-8bc359>

SUMMARY

I have nearly five years of experience in the gaming industry, during which I contributed to the release phases of two major game projects. This journey began in my third year of university, where I had the opportunity to work in various fields. Currently, I focus on C++ development using Unreal Engine, with expertise in Gameplay, GAS (Gameplay Ability System), Artificial Intelligence, and system integrations. I am prepared to take on various tasks and roles within the Unreal Engine environment.

PROFESSIONAL WORK EXPERIENCES

Senior Unreal Engine Gameplay Developer | ORKA Informatics, Istanbul, Turkey:

Full-Time

08.2025 - Still

7+ Months

Developed narrative and interaction systems in Unreal Engine 5 (C++) for a cargo vessel simulation project, architecting modular gameplay frameworks for real-time crew interactions, mission-driven storytelling, and dynamic environmental responses aboard freight ships.

Lead Unreal Engine Developer | Tekden Studios, Istanbul, Turkey:

Full-Time

01.2025 - 08.2025

8 Months

I am responsible for updating the combat systems entirely in C++ and leading the AI team in the development and integration of the Companion system. Additionally, I assist in the transition to and implementation of the Gameplay Ability System (GAS) within the game.

[Game link](#) [Game Link Epic](#)

Unreal Engine Gameplay Developer | Tale Era Interactives, Istanbul, Turkey:

Full-Time

01.2024 - 01-2025

1 Year

At Inventuna, I worked on a single-player, action-oriented, room-based game over the course of one year. Using Unreal Engine 5 and C++, I developed the core gameplay systems, including all combat systems and weapon mechanics. Additionally, I designed and implemented the foundations of the ability, attribute, and passive systems using the Gameplay Ability System (GAS). [Game link](#)

Generalist Unreal Engine Game Developer | DR Studios, Milton Keynes, UK:

Full-time

05.2022 - 04.2023(Contractor) And 04.2023 - 01.2024(Full-Time) Total 1 Year 9 Months

My role in the Hawken project was as a Generalist Unreal Engine Developer. I had the opportunity to work in various areas including analytics, UI, gameplay, console aim assist systems, and numerous bug fixes. Although the first release of this project was single-player, it was developed with the infrastructure ready for co-op and multiplayer. We utilized PlayFab for the network infrastructure.

[Game Link](#)

Unreal Engine Gameplay Developer | Red Chameleon Game Studios, Istanbul, Turkey:

Full-time

05.2022- 04.2023

1 Year

As a Gameplay Developer, I joined the game project at its inception and was one of the three developers who laid the foundational groundwork for the game. Initially, we embarked on developing a third-person shooter (TPS) game using C++ and established the core mechanics of the game using the Gameplay Ability System (GAS). I integrated and developed all the core classes within the game, the inventory system, ability system, weapon firing, and loot collection systems using these frameworks.

Unreal Engine AI Developer | Metavision, Istanbul, Turkey:

Full-time

10.2021- 05.2022

8 Months

At Metavision, I worked as a Gameplay and AI Developer on a horror game project. I played a key role in developing the character interaction system and the in-game AIs. The project was later changed and released on Steam as FILEDESTINED.

Unreal Engine Gameplay Developer | HES GAMES, Istanbul, Turkey:

Full-time

08.2020- 10.2021

1 Year 2 Months

At HES Games, I worked as a core developer on the Sabotaj MMO FPS PC Game, which was published on Steam and IDC Games in 13 languages. I collaborated with the Gameplay Systems team to revamp the game experience using GET/POST requests and socket communication. I also developed the weapon system, enhanced TPS animations, integrated the friend system with Steam, and fixed bugs to ensure a smooth gaming experience. These experiences have broadened my skills and fueled my passion for advancing the gaming industry.

SKILLS, LANGUAGES

Code (Proficient): C, C++, Unreal Engine 4-5, Python, Java, SVN, Perforce, Playfab, PlasticSCM, Git, Jira, Trello, MSSQL

Languages: English (Fluent), Turkish (Native)

Skills: teamwork, management, critical thinking, algorithmic thinking, creativity, curiosity

LICENSES AND CERTIFICATES

- Certificate of Completion - **Advanced C++ Programming Course**, 07/2020
- Certificate of Completion - **C++ Programming Course**, 03/2020