GAMEPLAY PROGRAMMER



CELAL FURKAN KURSAV

Personal Info

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Location:	**Gaziantep, Turkey**
Portfolio:	**furkankursav.com**
GitHub:	**github.com/furkankursav**
LinkedIn:	**linkedin.com/in/furkankursav**

Languages

Turkish	**Native**
English	**Intermediate**

Skills

Gameplay

- 3C Systems
- Combat & Abilities
- Enemy AI
- Game UI
- Interaction
- Inventory
- Save Systems
- GAS

Engines & Programming

- Unreal Engine 4/5
- Unity
- C++
- C#
- Visual Scripting (Blueprint)

Tools

- Visual Studio
- Rider
- Perforce
- Git / GitHub
- Jira

Education

Computer Engineering
Marmara University, Istanbul
Bachelor's Degree, July 2024

Player Profile

- **4+ years** of professional experience in **Unreal Engine** and **C++**
- Gameplay programmer on two commercial titles: **Neo Berlin 2087** and **Black State**
- Focused on **3C (character, camera, controls)**, **combat and abilities with GAS**, enemy AI and game UI
- Builds **data-driven** systems in close collaboration with designers, animators and artists
- Publisher of **three assets on Fab**: a gameplay mechanic, a UI system and an editor plugin

Experience

Present
2023/02

Junior Programmer (Unreal Engine)
Elysium Game Studio (Remote)

- Worked on **Neo Berlin 2087** (Steam page ↗) across a wide range of gameplay systems, also taking over areas left open by departing teammates.
- Designed and built from scratch a **scene reconstruction system** inspired by *Detroit: Become Human*, the **skill tree**, and **Max Payne-style shoot dodge**, following a **data-driven design**.
- Extended and adapted existing systems to the project's needs, including the **3Cs (character, camera, controls)**, **shooting**, **takedowns**, **special abilities** (e.g. invisibility, super shield), the **save system**, and **menu / UI** with **UMG** and **Common UI**.
- Contributed to **player interaction** and **dialogue**, **hacking** enemy robots and drones, **looting** defeated enemies, and **enemy AI**.

2022/09
2021/10

Jr. Unreal Engine Game Developer
Motion Blur Game Studio (Istanbul, Turkey)

- Joined the team at a **very early stage of development** on **Black State** (Steam page ↗), while the game was still unannounced.
- Built **third-person shooter mechanics**, including **recoil**, **spread**, **camera shake**, and **aim offsets**.
- Used Unreal's **Gameplay Ability System (GAS)** for complex player and NPC **abilities and state management**, and created an **armor system** for humanoid characters with GAS **attributes**.
- Created **stealth AI** using **behavior trees** and **state machines** (patrol, alert, investigation), and developed **UMG** UI elements such as **enemy detection bars**, **damage indicators**, and **bomb proximity alerts**.

Detailed portfolio available at furkankursav.com

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Commercial Titles

Neo Berlin 2087
Action RPG, Single-player, Unreal Engine
Developed by **Elysium Game Studio**
PC, PS5, Xbox

Black State
Action-adventure TPS, Single-player, Unreal Engine
Developed by **Motion Blur Game Studio**
PC

Certificates

C++ Programming Language
Plepa Training and Consulting, July 2024
Certificate ↗

C Programming Language
Plepa Training and Consulting, May 2024
Certificate ↗

Professional Game Development in C++ and Unreal Engine
Tom Looman, Aug. 2022
Certificate ↗

Favourite Games

Sekiro, Elden Ring, Dark Souls 3, Bloodborne	
Sifu	Dishonored 1 & 2
Deus Ex: Human Revolution & Mankind Divided	
God of War & Ragnarök	Doom Eternal
Resident Evil 4 (2023) & 2 (2019)	
The Last of Us Part II	Cyberpunk 2077
The Alters	Super Mario Odyssey
Final Fantasy VII Remake series	

Fab Publisher

Flexible Directional Menu
Jan. 2026 · Fab page ↗
Unreal Engine 5, Blueprints

A **data-driven** directional menu system inspired by *The Last of Us Part II* and *Resident Evil 4* (2023), with runtime editing and full control over the visuals.

Common Maps
Dec. 2023 · Fab page ↗
Unreal Engine 5, C++

Extracted the Common Maps module from **Lyra** into a standalone **editor plugin** with extra features, using **Slate** to add context menu and toolbar entries. Free on Fab.

Mark and Execute
June 2023 · Fab page ↗
Unreal Engine 5, Blueprints

A third-person mechanic in the style of *Red Dead Redemption 2*: slow down time, mark targets and execute them, with a bolt-action rifle and **Animation Layers** for upper/lower body blending.

Personal Projects

FF7 Remake's ATB System
Jan. 2023 · Breakdown ↗
Unreal Engine 5, C++, Blueprints

Used **GAS** for character abilities (attacks, spells, dodging) and attributes (health, ATB, damage), with a melee combo system built on the **Combo Graph** plugin. **Enhanced Input** and **Common UI** for gamepad and keyboard support, with icons that change with the input device.

Immersive Sim Game Prototype
Nov. 2022 · Breakdown ↗
Unreal Engine 5, C++, Blueprints

Used **GAS** for movement and supernatural abilities (Blink, time slowing), a shader with a post process effect for the **Dark Vision** ability, a **UMG** radial menu and skill tree, and a simple C++ **inventory system**.

Achievements

Sekiro: Shadows Die Twice Speedrun
Aug. 2023 · Video ↗
Non-competitive run, finished in under 1 hour 37 minutes