

Faruk Yıldırım

Senior Gameplay Programmer | Unreal Engine / C++

Bolu, Türkiye | +90 534 305 0894 | agresorowyt@gmail.com
github.com/Thyke | linkedin.com/in/faruk-yildirim-aa1433103

PROFESSIONAL SUMMARY

Unreal Engine / C++ gameplay programmer across FPS, ARPG and horror titles. Led a team of up to 5 and increased Good Kill! frame rate from 40 to 120 FPS. Built gameplay systems for Night Record: Thin Walls (released) and Good Kill! (Steam Early Access).

TECHNICAL SKILLS

Unreal Engine 5, C++, Blueprints, Gameplay Ability System (GAS), gameplay architecture
AI programming, combat and weapon systems, procedural animation, performance optimization
Object pooling, tick batching, editor tools, plugin development, code review and mentoring

PROFESSIONAL EXPERIENCE

Lead Programmer | Althera Games

2025 - 2026 | Night Record: Thin Walls

- Delivered 3 core gameplay systems for the released horror title by implementing enemy AI, chapter direction and inventory in Unreal Engine.
- Connected gameplay systems to encounter pacing and player guidance through collaboration with the level designer.

Lead Programmer (Contract) | Vasanta Global

2024 - 2025 | Kongar: Awakening

- Established the ARPG foundation across 4 areas by integrating Gameplay Ability System and building combat, quest and inventory systems.
- Designed the core gameplay architecture and led performance optimization work.

Senior Programmer / Lead Programmer | Gamegine Games

2023 - 2025 | Good Kill!, NOMAD and internal R&D

- Led gameplay programming for Good Kill! (Steam Early Access), designing modular architecture and weapon systems covering shooting, aiming, reload and ammunition.
- Increased Good Kill! frame rate from 40 to 120 FPS through LOD and texture optimization, CPU-side AI changes, object pooling and helicopter-system optimization.
- Built procedural FPS animation and dismemberment systems; supported enemy AI and physics-based helicopter implementation.
- Led a team of up to 5 people through code reviews, mentoring and technical problem solving.
- Delivered 2 prototypes (NOMAD and a robot-themed project) and built World Generator for terrain generation and dynamic environments.

Unreal Engine Educator | Navras Academy

2022 - 2025

- Taught more than 150 students through Unreal Engine Blueprint and programming lessons, including 2 years of mentoring in game-mechanics development.

SELECTED PROJECTS AND OPEN SOURCE

- Coldwater Hollow / NarrativeFramework: developing a solo horror game and modular C++ narrative plugin with separate runtime and editor modules.
- Open source: EnhancedTick (tick management), ObjectRecycler (object pooling) and Dismemberment. Code and documentation: github.com/Thyke.

EDUCATION

Bolu Abant İzzet Baysal University | Computer Engineering | 2018 - 2022

Bolu Abant İzzet Baysal University | Computer Programming | 2013 - 2016