

REBER AKDAG

GAME DEVELOPER | GAME DESIGNER

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SUMMARY

Game Developer specializing in Unreal Engine 5 and C++. Experienced in developing gameplay systems, core mechanics, and animation pipelines for indie game projects. Skilled in C++, Blueprint, and Autodesk Maya, with a strong focus on problem-solving and system design. Passionate about creating immersive gameplay experiences and continuously improving technical skills.

EXPERIENCE

- Nonreal Games - Game Developer Intern** May 2025 - July 2025
Developed gameplay systems and core mechanics using C++ in Unreal Engine 5. Implemented and tested game features, focusing on performance and stability.
- Independent Game Project - Game Developer & Animator** October 2025 - Present
Developing an indie simulation-horror game using C++ in Unreal Engine 5. Implementing gameplay systems, player interactions, and animation pipelines using Autodesk Maya.

EDUCATION

- Mehmet Adnan Ozcelik Anatolian High School** 2016 - 2018
- Mersin Ugur Anatolian High School** 2018 - 2020
- Bahcesehir University** 2021 - Present
 - B.A. in Digital Game Design
 - Minor in Cinema and Television (Completed)

SKILLS

- Creative Problem Solving
- VR Development
- Gameplay Systems
- UI Design

LANGUAGES

- Kurdish** Native
- Turkish** Native
- English** B2 Level

TECHNICAL SKILLS

- Unreal Engine 5
- C++
- Autodesk Maya
- Adobe Premiere Pro

PROJECTS

- **VR Flight Combat Simulator (Academic Project)**

Unreal Engine 5 | Blueprint | Virtual Reality

Developed a small flight combat simulation using Blueprint, optimized for both VR and gamepad controls as part of an academic project.

- **Endless Runner Game (Academic Project)**

Unreal Engine 5 | C++

Built an endless runner game using C++ in Unreal Engine 5 for an academic project.

- **Simulation / Horror Game (Academic & Personal Project)**

Unreal Engine 5 | C++ | Maya

Developed an indie simulation-horror game as a final year project using C++ in Unreal Engine 5, implementing gameplay systems, core mechanics, and player interactions; also responsible for UI design, creating character animations using Autodesk Maya, and producing textures for selected meshes using Substance Painter.