

RENAN YILMAZ

Game Developer – Unreal Engine (C++ / Blueprint)

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EXPERIENCE

Unreal Developer

Koffeecup Studio

10/2025 – Present

- Unannounced Unreal Engine project (under NDA): developed a fish schooling (flocking) system with A* pathfinding.
- Shipped Waterpark Rumble, a multiplayer Fortnite island built with UEFN and Verse (5 maps, round-based scoring, pets and in-game economy).

Lead Developer

Exalted Studio

01/2023 – 10/2025

- Led the development of Big Helmet Heroes (Unreal Engine 5, C++), a cinematic 3D beat 'em up with two-player co-op, released in February 2025.
- Designed and implemented combat and combo systems, enemy AI (Behavior Trees, custom tasks and services), co-op camera and Enhanced Input.
- Built the UI with UMG and CommonUI, including complete settings menus (video, audio, controls).
- Created editor tools and a custom editor module to speed up the team's workflow.
- Handled console porting and performance optimization for Nintendo Switch, PS5 and Xbox One, and the full Amazon Luna GameNight integration.

Unreal Developer

Exalted Studio

07/2021 – 01/2023

- Gameplay programming in C++ and Blueprint on Big Helmet Heroes.
- Developed Big Helmet Heroes – PVP Arena, a multiplayer idle PvP mobile game (Unreal Engine, C++, JavaScript, Firebase).
- Built its monetization systems (battle pass, shop, gems), clan system and online chat.

Web Developer

Villa Project (Freelance) · ADSL Informatique (Internship)

2019 – 2020

- Developed a company website and an order management application with PDF invoice and customer sheet generation (PHP, JavaScript, MySQL).

EDUCATION

Bachelor of Game Development

Studio Mercier Private School

2021

Advanced Technician Diploma in IT (BTS SIO) – Application development

Marc Bloch High School

2019

High School Diploma

Polyvalent High School of the Arc

2017

SUMMARY

Game developer specialized in Unreal Engine with 5 years of studio experience in C++ and Blueprint. Former Lead Developer on Big Helmet Heroes, a 3D co-op beat 'em up released on PC and consoles (Nintendo Switch, PS5, Xbox One). Experienced in gameplay systems, enemy AI, UI, editor tools, console porting and optimization.

SKILLS

Programming

C++ Blueprint Verse PHP JavaScript
SQL

Unreal Engine

Gameplay systems AI (Behavior Trees)
UMG / CommonUI Enhanced Input
Editor tools Profiling and optimization

Platforms

PC Nintendo Switch PS5 Xbox One
Mobile

Version control

Perforce Plastic SCM Git

PROJECTS

D&D Campaign Manager

Web application to run tabletop RPG campaigns: NPCs, monsters, maps, initiative tracker and AI-generated stat blocks (PHP, MySQL, JavaScript, OpenAI API).

Stream Panel

Twitch control panel with OBS widgets and real-time alerts through Twitch EventSub, Spotify and Riot Games integrations (PHP, MySQL, OAuth).

Game jams

I AM ROOT (2023), Young Bot (2022) and A Tiny Light In The Dark (2021), made with Unreal Engine for the Global Game Jam.

FIND ME ONLINE

GitHub
github.com/renan-yilmaz

Portfolio
renanyz.fr

LANGUAGES

French

Native



English

Professional working proficiency

