



ARDA KOZAN

arda.kzn@gmail.com

PERSONAL

Website

<https://ardakzn.github.io/arda-kozan/>

LinkedIn

<https://www.linkedin.com/in/arda-kozan-b638141a6/>

DEVELOPED PROJECTS

- Flexible Recoil System (UE Plugin)
- Teknofest 2022 Project
- Blood on The Cotton
- Rise of Darkness
- L.P.F
- Teknofest 2020 Project
- (Check out my website for more details about projects.)

LANGUAGES

- Turkish Native
- English B2

PROFILE

I'm 4 years experienced Game Developer worked in Game Design, Gameplay Mechanics, Animation and Level Designing. I took my first step into this job with Unity Engine. And now, I maintain all my work with Unreal Engine. In addition, I am a passionate gamer who loves video games (especially RPG games) and has a lot of experience with it.

WORK EXPERIENCES

2023 October - 2024 September

Unreal Engine Developer, Metavision Studio

- Developed core mechanics for a multiplayer FPS horror game, including the skill system and combat mechanics.
- Designed and implemented AI state machines and managed NavMesh navigation with custom filters for NPCs.
- Collaborated with the design team to ensure smooth integration of gameplay features.

PROJECT EXPERIENCES

2022 March 04 - 2023 August 30

Developer and Publisher of Unreal Engine plugin Flexible Recoil System.

<https://www.unrealengine.com/marketplace/en-US/product/d60d2d0b099a4cae9e0019d17eafb21d>

2022 February 28 - 2022 September 4

Finalist of Teknofest 2022 competition in category of Technology for Humanity.

2022 January 17 - 2022 May 20

Collaborated with the team that developed "Blood on the Cotton" upon request from Fiverr.

2021 December 3 - 2021 December 5

Winner of HKU GameJam 2021 event.

2021 January 27 - 2021 January 31

Participant of Global GameJam 2021(GGJ2021) event.

2020 February 24 - 2020 September 27

Winner of Teknofest 2020 competition in category of Technology for Humanity.

2020 January 31 - 2020 February 2

Participant of Global GameJam 2020(GGJ2020) event.

SKILLS

C#	<div style="width: 40%;"></div>	Game Development	<div style="width: 80%;"></div>
C++	<div style="width: 30%;"></div>	Game Design	<div style="width: 70%;"></div>
Blueprint	<div style="width: 50%;"></div>	Animation Design	<div style="width: 60%;"></div>
Unreal Engine	<div style="width: 60%;"></div>	Level Design	<div style="width: 50%;"></div>
Unity Engine	<div style="width: 30%;"></div>		

EDUCATION

Bachelor's Degree

Sep 2019 - Jun 2023

Hasan Kalyoncu University, Gaziantep/Türkiye
Computer Engineering

High School Diploma

Sep 2013 - Jul 2017

Hatice Lütfü Akcan, Gaziantep/Türkiye