



Beren Kusmenoglu

Gameplay Engineer

Hello, I'm Beren!

I currently work at Hellbent Games as a Gameplay Engineer.

I have over 5 years of experience in the games industry using Unreal and Unity engines. I am able to comfortably work with small to big sized teams. Please do not hesitate to contact me if you have any questions and feel free to check out my portfolio for more details about my roles and responsibilities.

CONTACTS



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EDUCATION

University of East Anglia

B.Sc. Computer Science

2012-2016

Vancouver Film School

Programming for Games, Web and Mobile

2016-2017

SKILLS

- Unreal Engine
- Unity Engine
- Perforce, Git
- Gameplay/Animation Programming

HOBBIES

- Free Skiing/ Alpine Ski racing
- Working on small passion projects
- Playing multiplayer games

EXPERIENCE

2019

Gameplay Engineer | Hellbent Games

Current

I have worked on Video Horror Society, a 4 vs 1 asymmetric multiplayer game made in **Unreal Engine** as a Gameplay Engineer. Over the years I've worked on many systems, my role is explained in more detail on my [portfolio website](#).

- Animation Programming
- Gameplay/ UI / Audio
- Social Systems / Voice Chat

Mar 2020 -

Part Time Instructor | Vancouver Film School

Jun 2020

I have worked at Vancouver Film School as a part time instructor to create a syllabus and teach a Math & Physics for the Programming for Games, Web and Mobile course.

Jul 2018 -

Gameplay Engineer | Ultra Creative Games

Dec 2018

I worked at Ultra Creative Games as a Generalist Gameplay Engineer. We worked in groups of 3, a designer, a programmer and an artist, to develop educational mobile games (iOS & Android) for children that were designed to be put in a platform with multiple games. We worked closely with our Chinese sister studio to integrate our games to the custom platform.

Nov 2017 -

Junior Software Engineer | Skybox Labs

Mar 2018

I have worked at SkyBox Labs as a Gameplay Engineer. I worked on Stela a 2.5d Limbo-like platformer using **Unreal Engine**. I worked closely with the animation team to implement gameplay features and systems.