Nebil Gokdemir

Game Developer

About Me

Game developer with a strong computer science background and hands-on experience in Unreal Engine and Unity. Skilled in C++, C#, java and Python, with a passion for creating fun and polished gameplay experiences

Contact

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Skills

- Unreal Engine, Unity
- C++, C#, Java, Python,
- Git, GitHub, Visual Studio
- OBJECT ORIENTED PROGRAMMING, DATA STRUCTURES, ALGORITHMS

Language

- English
- Turkish
- Kurdish

Education

(2019 –2021)
SANTA MONICA COLLEGE
Associate Degree in Computer Science

(2021 –2024)
CALIFORNIA STATE UNIVERSITY, FULLERTON
Bachelor's Degree in Computer Science

Experience

(2023–2024)
GAME DEVELOPER – CSUF GAME DEVELOPMENT CLUB

- Collaborated with a team to recreate Crossy Road using Unreal Engine 5.
- Contributed to core gameplay mechanics, character movement, and collision systems using Blueprints and C++.

(2024– 2025)
GAME DEVELOPER – PERSONAL PROJECTS

- Developed multiple games using Unreal Engine 5 and Unity, including shooter and tank games.
- Implemented AI behavior trees, player controllers, health systems, and user interfaces.
- Created responsive gameplay systems in C++, C#, and Blueprints.

Portfolio

https://nebil.dev/