Basar Ersek

Unreal Gameplay and AI Programmer | Gameplay Engineer
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Professional Summary

Unreal Engine gameplay and AI programmer with 6 years of game development experience, including 3 years of professional industry experience leading the programming team on a multiplayer title, wearing multiple hats across programming, tools, and infrastructure. Open to remote, on site, relocation, and flexible time zones.

Work Experience

Lead Programmer, Gringate Studios

June 2024 to Present | Remote | Delaware, United States

- Led the programming team on Obversus: Umbra, a cooperative PvE survival extraction looter shooter in development under NDA, built in Unreal Engine 5 by a 20 person team that includes AAA veterans, from the start of development to production, delivering deadline driven work with animators, sound designers, and game designers.
- Built shipping quality multiplayer gameplay systems: a Multiplayer FPS System with 7+ subsystems (ballistics, reload, interaction, traversal, stances, damage and death), a Monorail System, a Chaos Physics Door System, and an Elevator System.
- Developed game AI: swarm AI with group coordination where enemy groups merge and act together, boss encounters, and cover mechanics.
- Created plugins and editor tools for artists and level designers, including a locomotion sway plugin, the tools behind the monorail and elevator systems, and improved many existing plugins.
- Provided technical assistance for the art team.
- Set up a scalable project repository for growing team and project size, carried out critical project migrations, refactored existing systems, and profiled and fixed performance problems.
- Built the studio website gringatestudios.com full stack with database API integration: VPS, mail server, Cloudflare infrastructure, and security reviews.

Unity Developer, Acrobat Innovation Technology

November 2023 to February 2024 | Remote

- Collaborated with the programming team under deadline driven schedules, building the API connection between the web interface and the Unity engine.

Freelance Programmer, OFFL1NX

2026 | Remote

- Designed, built, and shipped offl1nx.com end to end for a Spotify artist with 1.5 million monthly listeners, including a content management system with an admin panel so the artist edits content without a developer.

Skills

- **Engine: Unreal Engine 5, C++, Blueprints, Gameplay Ability System (GAS), Gameplay Tags, StateTree, EQS, Lyra, Subsystems, Data Driven Programming, Editor Tools, Slate, Plugin Development**
- **Multiplayer: Replication, Server Authoritative Gameplay, Client Prediction, Saved Moves, Network Optimization**
- **Animation and Audio:** Animation Blueprints, Linked Anim Layers, Thread Safe Animation, Motion Matching, Anim Montages, Blend Spaces, Anim Notifies, Root Motion, Inverse Kinematics (IK), Audio Integration
- **Performance:** Profiling, Unreal Insights, Memory Insights, Optimization, Memory Management, Multithreading, Debugging
- **Gameplay:** 3Cs (Character, Camera, Controls), AI Behavior, Behavior Trees, AI Perception, Physics, Data Structures, Algorithms, UI (UMG, MVVM)
- **Mathematics:** 3D Math, Linear Algebra, Vector Math, Transforms
- **Software and Practice:** Object Oriented Programming, Design Patterns, Code Architecture, System Design, Rider, Visual Studio, Git, Jenkins, CI/CD, Unit Testing, Automated Testing, Code Reviews, Rapid Prototyping, Python, Blender, Linux, Jira, Agile, Scrum, Miro, Technical Documentation, Cross Functional Collaboration

Education

B.Sc. Computer Engineering, Tokat Gaziosmanpasa University | 2020 to 2024 | GPA: 3.5/4.0

Languages and Military Service

English (fluent), Turkish (native)
Military service: completed.

References

Alessandro Palagano, Senior Lighting Artist at CD Projekt Red, Art Director at Gringate Studios. Contact on request.