

# Erdal Inceler

## Frontend Developer & Game Developer

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### Skills

- HTML
- CSS
- Git
- JavaScript
- TypeScript
- Next.js
- Firebase
- Tailwind CSS
- Bootstrap
- C#
- C++
- Unreal Engine
- Unity
- Game design
- Blueprint

### Certifications

- **Chinese Bridge Online Project: Theme Exchange Camp of Exquisite Vessels Fragrant Tea** (北京语言大学)
- **First Certificate In English Cambridge University Press & Assessment English**
- **Unreal Engine 5 C++ Learn C++ & Make Video Games**
- **Kodluyoruz | Game Development Starting Program**

### Languages

- **Turkish** - Native proficiency
- **Chinese (Mandarin)** - Limited working proficiency
- **English** - Full professional proficiency
- **German** - Elementary proficiency

### Organizations

**ÜNOG - Game Developer Community (Volunteer)**

**August 2023 - December 2023**

As volunteers, we organize the conferences, game jams and meet-ups, creating contents and writing articles, which are non-profit, based on this vision.

### Projects

**Gooseberry Games - Landing Page UI**  
**Gooseberry Games**

Designed and developed a visually cohesive and responsive landing page tailored to the indie game audience, with emphasis on clarity and accessibility.

**Textura AI - AI Image Generator**  
**Textura AI**

A web-based AI image generation app that turns text prompts into high-quality visuals within seconds. Users can describe any idea and instantly create polished images.

**Dungeon Janitors - Prototype**

**Gameplay Video**

Dungeon Janitors is a first-person simulation game where you clean up the mess heroes leave behind—in dungeons that are still very much alive. Mop blood, repair traps, and dodge lurking monsters as you restore these dangerous spaces to their former glory. Inspired by the meticulous cleanup of Viscera Cleanup Detail and the satisfying progression of House Flipper, but with a deadly twist.

### Professional Summary

Game developer with strong expertise in Unreal Engine, specializing in gameplay mechanics using C++ and Blueprints. Experienced in Front-end development and currently learning Unity and C#.

### Work Experience

**Junior Game Tester** ( Contracted Freelancer)

November 2022 - November 2023 (1 year)

**Digi Games Startup Studio**, İzmir / Turkey

- Conducted extensive testing for "Under the Moon", an indie platformer-puzzle game, focusing on character movement mechanics and puzzle progression.
- Evaluated and documented gameplay elements including platforming sequences and riddle solutions while maintaining the game's atmospheric storytelling.

**Frontend Developer**

September 2024 - November 2024 (2 months)

**Codeimo**, İstanbul / Turkey (Remote)

- Developed responsive user interfaces for high-traffic platforms such as **vbundles.com** using Next.js, Tailwind CSS, and ShadCN.
- Implemented dynamic pricing and discount logic, increasing user interaction and conversion.
- Contributed to the development of a full-stack web application for an unannounced AI-powered video generation project.
- Built a secure login and authentication system using Firebase, and developed a dynamic dashboard for managing video generation tasks
- Used Next.js for the frontend and integrated Firebase for backend functionalities, ensuring real-time data operations and user-specific video workflows.

### Education

**Associate degree, Logistics**

**Institution:** University of Namık Kemal  
2022-2025

**Bachelor of Chinese Translation and interpreting**

**Institution:** Okan University  
2020-2025