

Uzay Luzardo Utkubas

Game Developer & Technical Artist

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SUMMARY

Game Development student at Hochschule Offenburg specializing in Technical Art and Gameplay Programming, with experience in shader development, gameplay systems, and creative direction. Skilled in Unreal Engine 5, UEFN, and Blender.

EXPERIENCE

- Lead Game Developer

03/2026 - Present

KAVA - Tales of a Morphling ↗

Gameplay Programming in Unreal Engine 5 // Shader Development // Puzzle Programming // Performance Optimization
- Lead Game Programmer

10/2025 - 02/2026

Loop7 (Project at Black Forest Games) ↗

Gameplay Programming with Verse in UEFN // Creative Direction // Cinematics & Cutscene Implementation
- Lead Game Developer

03/2025 - 07/2025

The Dream (Best Student Game 2025 Affective & Cognitive Institute) ↗

Gameplay Programming in Unreal Engine 5 // Shader Development // Core Gameplay Mechanics // Game Design

EDUCATION

- Virtuelle Welten & Game Technologies

10/2023 - Present

Hochschule Offenburg
- Medienproduktion und Medientechnik

10/2021 - 03/2023

OTH Amberg-Weiden
- Abitur

09/2012 - 07/2020

Marie-Curie-Gymnasium

SKILLS

Unreal Engine	Advanced	Blender	Intermediate
Shader Development	Advanced	C++	Intermediate
UEFN	Advanced	Logic Pro	Advanced

LANGUAGES

German	Native	Turkish	Basic
English	Advanced	Spanish	Basic