



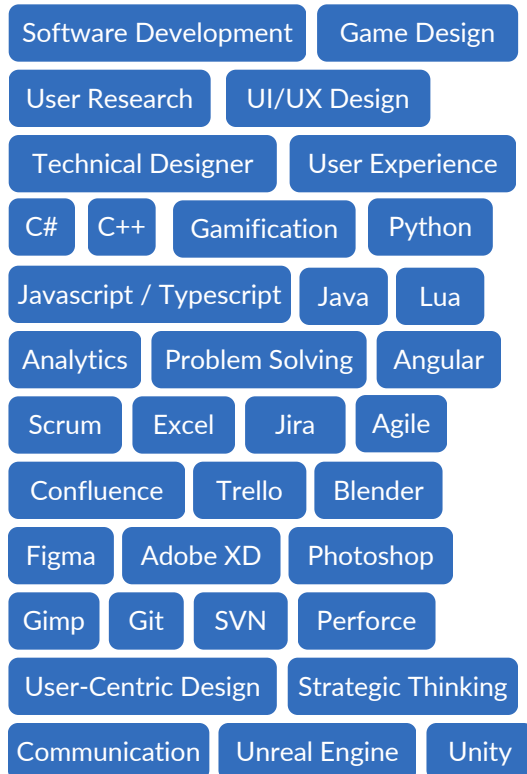
Utku Dagli, MSc

Developer/Designer

Multidisciplinary individual with background as Developer and Designer. Development experience for nearly 2 years, with more than 6 years of game development. Worked on various projects and has knowledge with multiple programming languages. With engineering degree gained analysing and problem solving skills, with degree in master's gained skills over User Experience, Gamification and Game Design.

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Skills



Education

2020-2024

Game Studies and Engineering, MSc
University of Klagenfurt

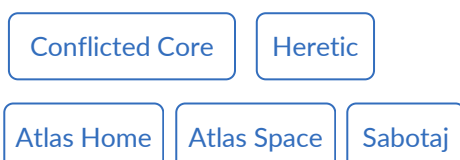
2014-2019

Computer Engineering, BSc
Kadir Has University

Languages

English **German** **Turkish**
Fluent Beginner Native

Projects



Experience

2021-2023

University of Klagenfurt - Klagenfurt/Austria
Tutor

Designed and delivered engaging educational sessions on game design, mechanics, and user experience, collaborating with multidisciplinary teams to enhance learning outcomes and student engagement.

2020 - 2021

Adesso Turkey - Istanbul/Turkey
Junior Frontend Developer

Actively participated in a comprehensive Angular training program at Adesso Turkey, acquiring advanced skills in client-side application development, positioning for future project contributions.

2020

HES Games - Istanbul/Turkey
Junior Gameplay Developer / Designer

As a multifaceted contributor in a compact team for "Sabotaj," I not only developed core gameplay features using Unreal Engine but also actively shaped game design and UX elements, markedly enhancing user engagement through collaborative design and iterative testing.

2019-2020

GarageAtlas - Istanbul/Turkey
Junior Game Developer

Initiated and led the implementation of core features in VR/AR projects, optimizing performance for Oculus Quest headsets, which enhanced user immersion and system efficiency.

Certificates

Google UX Design by Google on Coursera

Credential URL: <https://coursera.org/verify/professional-cert/6RYKVJ62CSCG>

Publications

Punishment Mechanics in Video Games: Effects on Player Experience and Flow

Master's Thesis

Publication link: <https://resolver.obvsg.at/urn:nbn:at:at-ubk:1-54367>

The Difficulty of Videogames and Intelligence of AI

Play/Write Student Journal Vol. II • May 2, 2022

Publication link: <https://doi.org/10.48415/001.2022.02.5>