



Utku Dagli, MSc

Designer/Developer

Versatile Designer/Developer specializing in Game Design, Technical Design, and Game Development. Over 7 years creating and implementing games across multiple platforms (PC, VR/AR, Mobile). Proficient in both development (Unreal Engine 7+ years, Unity 5+ years) and design (gameplay systems, UX, technical documentation). Engineering background enables efficient code implementation, while Master's in Game Studies brings design expertise in user experience and gamification. Proven ability to bridge creative and technical teams, from initial concept through final implementation.

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- linkedin.com/in/utkudagli
- utkudagli.com
- Türkiye & Austria
- github.com/utkudagli
- [@UtkuLudens](https://www.youtube.com/@UtkuLudens)

Skills

Game Design

Game Development

Technical Design

Level Design

Game Design Documentation

User Experience

Gamification

UI/UX Design

User Research

Market Research

Unreal Engine

Unity

Problem Solving

Analytics

Git

Perforce

SVN

Figma

Adobe XD

Photoshop

Jira

Confluence

Trello

Excel

Blender

Scrum

Agile

User-Centric Design

Education

2020-2024

Game Studies and Engineering, MSc
University of Klagenfurt

2014-2019

Computer Engineering, BSc
Kadir Has University

Languages

English
Fluent

German
Beginner

Turkish
Native

Projects

Heretic

Sabotaj

Atlas Home

Atlas Space

Experience

- 2021-2023**
University of Klagenfurt - Klagenfurt/Austria
Tutor
Designed and delivered educational sessions covering game design, technical implementation, and user experience. Taught both theoretical concepts and practical development skills, collaborating with multidisciplinary teams to enhance learning outcomes across design and programming disciplines.
- 2020 - 2021**
Adesso Turkey - Istanbul/Turkey
Junior Frontend Developer
Participated in comprehensive Angular training, acquiring advanced client-side development skills. Gained experience in software architecture and implementation practices applicable to game UI systems and web-based gaming platforms.
- 2020**
HES Games - Istanbul/Turkey
Junior Gameplay Developer / Designer
Dual role as developer and designer on 'Sabotaj' using Unreal Engine. Implemented core gameplay features while actively shaping game design and UX elements. Balanced technical implementation with creative design, enhancing user engagement through collaborative iteration and testing.
- 2019-2020**
GarageAtlas - Istanbul/Turkey
Junior Game Developer
Led implementation and design of core features in VR/AR projects. Optimized technical performance for Oculus Quest while designing immersive user interactions. Balanced technical constraints with creative vision to enhance both system efficiency and user experience.

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>