

# Ali Alperen Uzun

Eskişehir/Türkiye 

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I have 2 years of professional experience in game development. I have been using Unity for 5 years now and have experience in both computer and mobile games.

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## Skills

- Unity
- C#
- Custom editor tools for Unity
- Java
- C++

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## Experience

JANUARY 2021 – FEBRUARY 2021

### Game Developer / Selay CC Games

I made a casual game in this company.

MARCH 2021 –

### Game Developer / Mobge

I am working in a **Mobge**, creators of [Oddmar](#) as a Game Developer. I developed 20+ hypercasual games in this company.

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## Education

FALL 2016 – SPRING 2021

### Bachelor of Science, Computer Engineering / Eskişehir Technical University

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## Projects

### [The Dark Crown: Genesis](#)

A 2D pixel art, rogue-lite game made with Unity. I was responsible for coding core mechanics and systems like characters, weapons, abilities, items. Still in development.

[Hand Strike](#) -- 20M+ Total Download

[Other Projects \(20+\)](#)