

Alperen UZUN
ali.alperen.uzun@gmail.com
+905399299551

EXPERIENCE

SELAY C.C. GAMES
Game Developer

January 2021 - March 2021

I designed and developed various casual games and managed a team in the company.

MOBGE
Senior Game Developer

March 2021 - August 2023

Designed and developed 30+ hyper-casual prototypes, tested on IOS and Android. I also worked on 2 launches that were downloaded more than 30 million times.

Other Responsibilities

I did tasks such as finding game ideas, making game designs and training interns.

SHARAIDO GAMES
Team Lead and Game Developer

August 2023 - March 2025

Designed and developed [The Dark Crown: Genesis](#)(under-development). I worked in game development, project management, team lead and level design roles.

EDUCATION

Anadolu University
Bachelor of Science, Computer Engineering

Fall 2016 - Spring 2020
Eskişehir, Turkey

Graduated without failing any course. I managed the team in the graduation project in which we developed a game from Unity, and we participated in various competitions with this game.

ADDITIONAL INFORMATION

Technical Skills: Unity3D, C#, Javascript, C++, OOP

Technical Interests: Game Development, Game Design and Artificial Intelligence

Language: Fluent in English and Turkish (native)

Portfolio: <https://aalperenuzun.github.io/>

LinkedIn: <https://www.linkedin.com/in/ali-alperen-uzun>

Github: <https://github.com/AAIperenUzun>

E-mail: ali.alperen.uzun@gmail.com

Steam and Playtest:

https://store.steampowered.com/app/3273960/The_Dark_Crown_Genesis/