


Ali Alperen Uzun

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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.

Skills

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

Experience

JANUARY 2021 – FEBRUARY 2021

Game Developer / Selay CC Games

I made a casual game in this company.

MARCH 2021 –

Game Developer / Mobge

I work at **Mobge**, creators of [Oddmar](#) as a Game Developer. I developed 20+ hypercasualgames in this company.

Education

FALL 2016 – SPRING 2021

Bachelor of Science, Computer Engineering / Eskişehir Technical University

Games

Personal Game

[The Dark Crown: Genesis](#)

A 2D pixel art, rogue-lite game made with Unity. It is skill-based action platformer, where you can upgrade and easily switch between abilities throughout the game. Still in development.

In Mobge

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

Other Games (20+) -- [Portfolio Link](#)