

Abdullah Ahmet Askin | Game Developer

Location Izmir

Telephone (+90) 5530975897

Email abdullahahmetaskin@gmail.com

Professional Profile

I am a passionate and creative game developer with +3 years of experience working with Unity and C#. I have contributed to the development of a variety of games, ranging from hyper casual to mid-core games that have been played by millions, including Hunter Assassin 2 and Hunter Heroes. Furthermore, I have experience in developing UI, audio, and animation systems for various genres and platforms. I am proficient in profiling and optimization, writing clean and efficient code using design patterns, and incorporating graphics, sound, and physics packages from the asset store. I aim to create immersive and enjoyable gaming experiences that appeal to a wide range of players, whether in the realm of hyper-casual or mid-core game development.

Experiences

Game Developer

Ruby Games Studio

2022 – Currently

Key Roles

- Contributed significantly to the development of Hunter Heroes and Hunter Assassin-2 using the Cocos2d-x library.
- Demonstrated exceptional proficiency in C++ by producing efficient and well-written code.
- Developed and implemented advanced AI systems that improved user retention and engagement.
- Enhanced game optimization, gameplay, and user engagement by utilizing debugging techniques and developing multiple input and camera systems.

Projects

- <https://play.google.com/store/apps/details?id=com.rubygames.hunterheroes>
- <https://apps.apple.com/us/app/hunter-assassin-2/id1544743032?platform=iphone>

Junior Game Developer

Ruby Games Studio

2021 – 2022

Key Roles

- Developed hyper casual games using game mechanics development, rapid prototyping, and programming skills.
- Developed top-charting runner games, including Zodiac Runner and Playboy Run.
- With a great passionate team, we developed a variety of top- charting runner games, including Zodiac Runner and Playboy Run.
- Developed simulation game prototypes, such as Repair Makeup.
- Worked on material, texture, animation system optimizations, and various UI developments.

Projects

- <https://apps.apple.com/us/app/zodiac-runner/id1590593891>
- <https://apps.apple.com/us/app/playboy-run/id1606127790>
- <https://app.sensortower.com/overview/com.holiday.holyrush?country=US>
- <https://apps.apple.com/us/app/makeup-repair/id1607837694>

Junior Game Developer

Endless Games Studio

2020 – 2021

Key Roles

- Developed hyper casual game prototypes using Unity and C#.
- Designed and implemented game mechanics and features.
- Tested and debugged code for a smooth and enjoyable gaming experience.
- Utilized asset store packages and utilities to enhance game features and performance.

Projects

- <https://play.google.com/store/apps/details?id=com.EndlessGamesStudio.CountMinions>
- <https://play.google.com/store/apps/details?id=com.EndlessGamesStudio.BuildBridges>
- <https://play.google.com/store/apps/details?id=com.EndlessGamesStudio.BurgerRunner>

Core Skills

- | | | |
|--------|--------------|--------------------|
| • C# | • Unity | • B2 Level English |
| • Java | • JavaScript | • SQL(MSSQL&MYSQL) |
| • C++ | | |

Individual Projects

- <https://github.com/AbdullahAskin/zombierunner.git>
- <https://github.com/AbdullahAskin/TacticalMando.git>
- <https://github.com/AbdullahAskin/AGSOZ.git>
- <https://play.google.com/store/apps/details?id=com.BetaMode.tacticalmando>
- <https://play.google.com/store/apps/details?id=io.BetaMode.LastManStanding>

Education

2018 - Currently Karadeniz Technical University, Trabzon - TURKEY
Undergraduate, Software Engineer
Grade Point Average : 3,10/4,00