

SELCUK AKSOY

Graduate Computer Engineer, Eskisehir Osmangazi University, Eskisehir, Turkiye



mail@selcukaksoy.com.tr



+90 544 798 9868

Work Accounts

[Linkedin](#)

[Github](#)

[Website](#)

[Itch.io](#)

Educational Background

B.E, Computer Engineering, Bachelor of Engineering

(2016-2021)

Eskisehir Osmangazi University, Eskisehir, Turkey

- Total GPA: 2,5 / 4

Research Interests

- Simulation Technologies
- Gamification Concept
- Game Based Learning

Work Experience

Bewell Teknoloji A.Ş Co

➤ Simulation and Software Engineer

12/2023 - Continuing

Clocknest Games Co

➤ Unity Game Developer

06/2022 - 07/2023

Endless Games Co

➤ Unity Game Developer

04/2022 - 06/2022

Retroket Games Co

➤ Unity Game Developer

05/2021 - 02/2022

Software Skills

Programming Languages: C#, React(Javascript, Css, Html), Unreal Engine Blueprint

Data Management: SQL(MySQL, SQL Server)

Software Tools: Visual Studio , Visual Studio Code, Unity Engine, Unreal Engine

Language Skills

Mother Language: Turkish

Other Languages:	Listening	Reading	Speaking	Writing
English	B2	B2	B2	B2

Language Test Scores

Exam	Status	Score	Test Date
FLPT* English	Completed	73/100	22.10.2023
TOEFL	Will Be Taken	-	-

*Foreign Language Proficiency Test of Turkish Government

Projects

COURT VR **/KAYURA**

Virtual Reality simulation project for Eskisehir Anadolu University's Faculty of Law. The project's focus was creating a simulated learning environment for students who can't use the training room for most of the educational period.

INFECTED GAME **/SELF PROJECT**

Developed and designed a Zombie FPS game in Unreal Engine 5.2 as a self-improvement project in order to learn and use Unreal engine.
Playable Demo: [Itch.io](https://itch.io) || Code: [Github](#)

LMS **/FREELANCE**

LMS is a language learning application's admin panel. The website is coded in php and codeigniter framework used. The website is in active use with a mobile application connects to it. **Website:** <https://lms.gen.tr>

TIDIT **/BEWELLTECH**

TiDiT is a Timeline Driven Digital Twin Consortium project. In this project I have 2 roles as Lead Developer. First role is to maintain and improve website, while second role is to construct 3D simulation systems. **Website**

ALPHABET PUZZLE **/CLOCKNEST**

Developed a letter merging game focusing on completing the given objective words. The project itself was a good game based learning application example for kids.

CARD REPAIR MASTER **/CLOCKNEST**

Developed a card-based car repair game in Unity engine. This project's focus was creating a fun game based learning application where children can understand simplified economics of processed good values.

SUPER DEFENSE HERO **/SELF PROJECT**

Developed a simple area defense game with multiple ways to destroy enemies. This project focus was to test children's focusing and simple motor interactions. Game is available on **Google Play Store**.

.NET INFLUXDB **CONNECTOR - ASYNC** **/SELF PROJECT**

This is a repo to fix and test .NET MVC Applications connection to Influx Timeline Driven Database. This repo is upgraded for async development later on due to lack of open-source async applications on Github. **Github**

FRUITS VS CANDIES **/OSMANGAZI UNIVERSITY**

University Graduation Thesis Project. The project focus was helping kids to improve their dental health with the help of gamification and game based learning concepts. **Itch.io**

OSMANGAZI GEOGRAPHIC **MONITORING** **/OSMANGAZI UNIVERSITY**

A simulation project to simulate engineering faculties camp grounds of Osmangazi University. The project made using Unreal Engine 4.7 and its own language of Blueprint system. The project never funded so Virtual Reality implementations were never done. **Itch.io**

Professional References

● **Ms. Eng. Nina Alaami**

Product Manager

[Linkedin](#)

● **Buğrahan Demir**

Co-founder & Lead Game Developer

[Linkedin](#)

● **Barış Can Bozoğlan**

Co-founder & Lead Art Director

Bariscanbozoglan@gmail.com

● **Yavuz Sürmeli**

Co-founder & Creative Director

[Linkedin](#)
