Selçuk Aksoy

GAME DEVELOPER
GAMIFICATION AND GAME BASED
LEARNING RESEARCHER

My Hobbies

I have a deep passion for playing
boardgames and RPG.
I love doing LARP and reading fantasy and
crime novels.
In my freetime I play various
videogames(Especially indie ones) and
watch animes.

Contact Details

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Itch.io: selocanus-hopus.itch.io
Google Play Store: Ninjalama

Work Experience

Clocknest Games and Entertainment
As Unity Developer (Started in May
2022 - Continuing)
Worked in Hypercasual games until
04/2023.
Working on Casual games now.
**Developed every project solo, listed
as "XYZ/Clocknest".** Worked in topics
like unity game development, math
calculations, performance test and
fixes, general concept of game
design.

Personal Summary

I am a game enthusiast on
various game types. A game
developer with the knowledge
of gamification, game based
learning, their differences
and as well as a deep
understanding of game
industry.

Industrial Interests

- I have deep passion for game
programming and design.
- I joined many game jams and
developer conventions,
developed more than 20 games
with unity.
- Now I am working on reverse
engineering and security
concepts on games.

Academic History

ESKISEHIR OSMANGAZI UNIVERSITY

Bachelor degree in Computer Engineering
2016-2021 February (Graduated)

ADNAN OZCELIK ANATOLIAN HIGHSCOOL

2012-2016 (Graduated)

Skills

COMPUTER BASED SKILLS

C,C++,C#, Object-Oriented Programming, Java(Android),
Python(numpy,Tensorflow,Keras), Unreal Blueprint,
Flutter(Dart), SQL Query(T-SQL,MySQL)

BUSINESS SKILLS

Public Speaking, Leadership, Community Management, Event
Organisation,

USED TOOLS

Microsoft Visual Studio(15,17,19,22), Anaconda, Unreal Engine
4, Unity Engine 5, AutoCAD, Blender, Lightwave Modeller,
Android Studio, Atom, SQL Server Management Studio,Git SVM
and Trello

Project History

INFECTED GAME /SELF PROJECT
Infected is a Zombie FPS game made in
Unreal 5.2 as self improvement project.
Playable Demo: Itch.io || Code: Github

SUPER DEFENSE HERO /SELF PROJECT
An area defence game that will have
multiple ways of destroying enemies. The
game will be improved. Google Play Store.

BALOON GAME /SELF PROJECT
A simple baloon popping game. I released
this project for Google Play Store.

ALPHABET PUZZLE /CLOCKNEST
A letter merging game where we merge
letters to complete objective words. When
we complete enough words we win level.

CARD REPAIR MASTER /CLOCKNEST
We are a repairmen which uses cards to
repair and modify cars we bought.The
whole game system coded by me.

TAP DIGITS! /CLOCKNEST
In this game there are lots of cubes to
destroy. Every time we pick same 3 they
will merge to higher level.The whole game
coded by me.

WHEEL JUMPER /CLOCKNEST
Heavily physics required car riding game.
We are controlling a cart that collects
people and transports to the goal.

Work Experience

Retroket Game and Entertainment
As Junior Unity Developer (Started in May 2021 - February 2022)
Worked in Hypercasual game development for İos platform.
Developed every project solo, listed as "XYZ/Retroket". More than %80 of the job done by me per project (Except level design and some bought packages).

Digico Software and Advertising at Istanbul
As Junior Unity Developer (4 Months)
My first real work experience. Developed a casual game for Erasmus Sports Volunteering program. The game includes gamification and several mini-game modules. An Important experience for me to making and managing a game developed and shipped from scratch. I also had an intern while I was working on this project and I was responsible for managing and polishing his works(codes) too.
(Esvolon App is done in this job)

Bewell Technologies at Eskişehir
As Unity Developer Intern
Developed a software for factory simulation and management as a standart of Industry 4.0 revolution. While in my internship I worked on UI development, Data sending and getting from sql servers, modelling from blender.

Certificates

Introduction to C# and Unity

C# Class Development

More C# Programming

Learn Level Design: Unity Basics in Under 2 Hours

BASKET RUSH /CLOCKNEST
A basketball themed Idle Clicker & Merging game. Where we need to buy and wear better equipment to shoot and earn more.

BALL CLONER /CLOCKNEST
In this Hypercasual game we need to spawn too many balls in a short time in order to reach the end.

SPLIT RUSH /CLOCKNEST
We are a person made from balls. Whenever we release our touch we throw every ball we have in random directions to destroy walls or get more balls.

MONEY LOOTER /CLOCKNEST
An Idle game where we need to collect everything on the map.

BLEND IN COLORS /CLOCKNEST
Colorful stealth game where we need to pick correct colors for each Vision Field to pass undetected.

ESVOLON PROJECT
%70 of the project done by me. UI, Level Design, Coding, Testing and Publishing on app stores. The app is available on Android and İos markets. Link:IOS/GPlay

FRUITS VS CANDIES
A Long-Term project. UI, Modeling, Level Design and some behaviour coding is done. You can test the game on my Itch.io page.

SLAP STACK /RETROKET
You are a hand. One day you suddenly feel an urge to slap every face on your way. Run for slapping!

PUPPET RUSH /RETROKET
You are a cursed by a voodoo puppet. In order to release from this curse, you must collect nails and nail the puppets!

HANABI MORTAR /RETROKET
A simple runner game made where you are a firework. You must collect other hanabi's and send them to their dreams in sky!

ROTATE AND MERGE /RETROKET
You are someone who likes to put odd things in washing machines and then plays with it. Continue your odd routine.

HILLY BOY /RETROKET
You are a someone who wants to see ahead of the hill you are living. You must travel down from the hill to explore.

TREADMILL /RETROKET
A treadmill, lots of toys and an urge to remove those pesky toys from treadmill. Remove them all!!!

PIPEDASH /RETROKET
A simple runner game made with Unity. Pipes are functional like in Mario game. When you enter one you exit corresponding color of next pipe.

COUNT THEM /RETROKET
An animal counting competition game. 1 Player & 2 AI competing against each other.

TURTLE RUN /RETROKET
You are a super turtle which powers are dormant when not eat a pizza for too long. You must collect pizzas and destroy your obstacles in your super form.

PIED PIPER RUN /RETROKET
A simple runner game made with Unity. Pipes are functional like in Mario game. When you enter one you exit corresponding color of next pipe.