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

References

-Buğrahan Demir - Clocknest Games
bugrahandemir@gmail.com
-Barış Can Bozoğlan - Clocknest Games
Bariscanbozoglan@gmail.com
-Yavuz Sürmeli - Retroket Games
yavuz_surmeli@hotmail.com

Certificates

Introduction to C# and Unity
C# Class Development
More C# Programming
Learn Level Design: Unity Basics in Under 2 Hours

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)

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), XCode, Anaconda, Unreal Engine 4/5, Unity Engine, Blender, Lightwave Modeller, Android Studio, Atom, SQL Server Management Studio, Git SCM, Fork 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

MATCH3DEMO /SELF PROJECT
A 2D game made for improving skills. The game is a replica of popular Match 3 Game genre.

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.

COURT VR /KAYURA
A Virtual Reality simulation game made for Eskisehir Anadolu University's Faculty of Law. The entire project mechanics and UI made by me. Youtube.

Work Experience

**Clocknest Games and Entertainment
As Unity Developer (Started in May 2022 - Ended in 2023 July)
Worked in Casual and Hypercasual games.
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.**

**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)** Developed a casual game for European Union 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.

**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.

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.

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.