



Selçuk Aksoy

COMPUTER ENGINEER
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

Turkey,Eskişehir
Email:mail@selcukaksoy.com.tr
Telephone:+905447989868
Github: <https://github.com/Selconag>
Bitbucket: <https://bitbucket.org/Selox/>
LinkedIn: <https://www.linkedin.com/in/selcuk-aksoy-67bb06170>
Itch.io: <https://selocanus-hopus.itch.io>
Artstation: <https://www.artstation.com/selocan>

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 6 games with unity and 1 game with unreal.
- Now I am working on digital revolution, gamification and game-based learning concepts.

Academic History

ESKİSEHIR OSMANGAZI UNIVERSITY

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

ADNAN OZCELIK ANATOLIAN HIGHSCHOOL

2012-2016 (Graduated)

Skills

COMPUTER BASED SKILLS

C,C++,C#,Object-Oriented Programming,Java(Android), Python(numpy,Tensorflow,Keras), Unreal Blueprint,Flutter(Dart)+Flame Engine, 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

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.

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.

Work Experience

Clocknest Games and Entertainment

As Unity Developer (Started in May 2022 - Continuing)

Worked in Hypercasual game development for İos platform.

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) 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.

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](#)

A Long-Term project. UI, Modeling, Level Design and some behaviour coding is done. You can test the game on my [İtch.io page](#).

FRUITS VS CANDIES

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.

BALLOON DEMO

A simple game demo wanted from a job interview. When you click any baloons it will pop.

THE ARROW GAME

A simple Unity made shooting game. Where you are an archer and you are training to get better. %100 Done by me.

THE BIRD PROJECT

A simple Unity made hypercasual game. Made in my internship period at Arvis games. A hybrid game of FireRides and SquareBird games from appstores.%100 Done by me.[Video](#)

MONSTERS & CHESTS

A simple C game inspired from Dungeons&Dragons Boardgame. The game can be played from cmd. %100 Done by me.