

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](https://play.google.com/store/apps/details?id=com.ninjalama)

References

-Buğrahan XYZ - - Clocknest Games
bugrahandemir@gmail.com
-Barış XYZ - - 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

ESKİSEHIR 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](https://itch.io) || Code: [Github](https://github.com)

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](https://play.google.com/store/apps/details?id=com.superdefensehero).

BALLOON GAME /SELF PROJECT

A simple balloon popping game. I released this project for [Google Play Store](https://play.google.com/store/apps/details?id=com.balloongame).

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 Eskişehir Anadolu University's Faculty of Law. The entire project mechanics and UI made by me. [Youtube](https://www.youtube.com/watch?v=KAYURA).

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 [İtch.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.