

2022 Internship Bullet Rush Demo

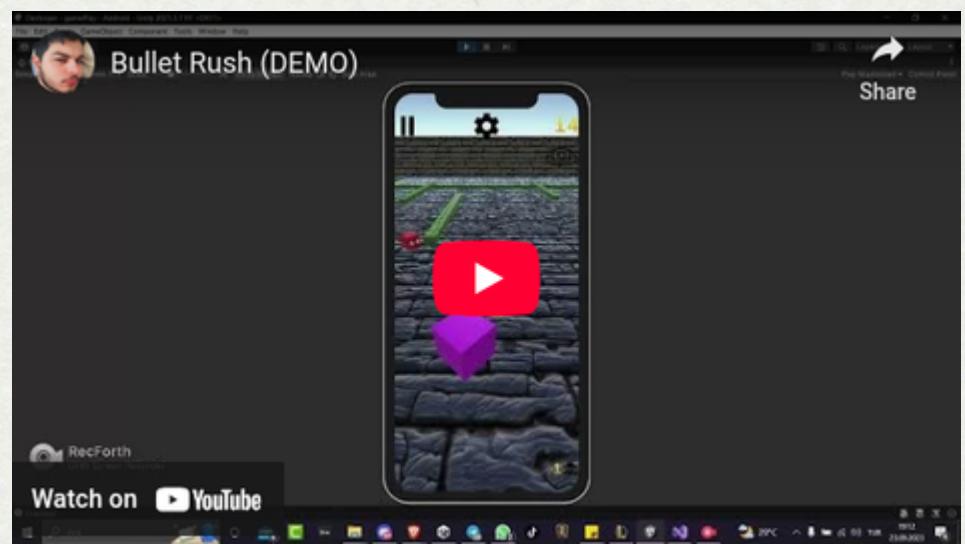
Developed Games

This project is an mobile game demo to learn and practice the principles of mobile development.

This main principles helps you to make good optimazed hyper-casual games.

I learned adressables, scriptable object, object pooling, cinematic, optimization, singelton principles by this internship project.

Thanks to my leader in No Surrender Studios



Github Link



2023 Fundamental Game Design Lecture Project

Split-Screen Local Beach Volleyball



PLAY

OPTIONS

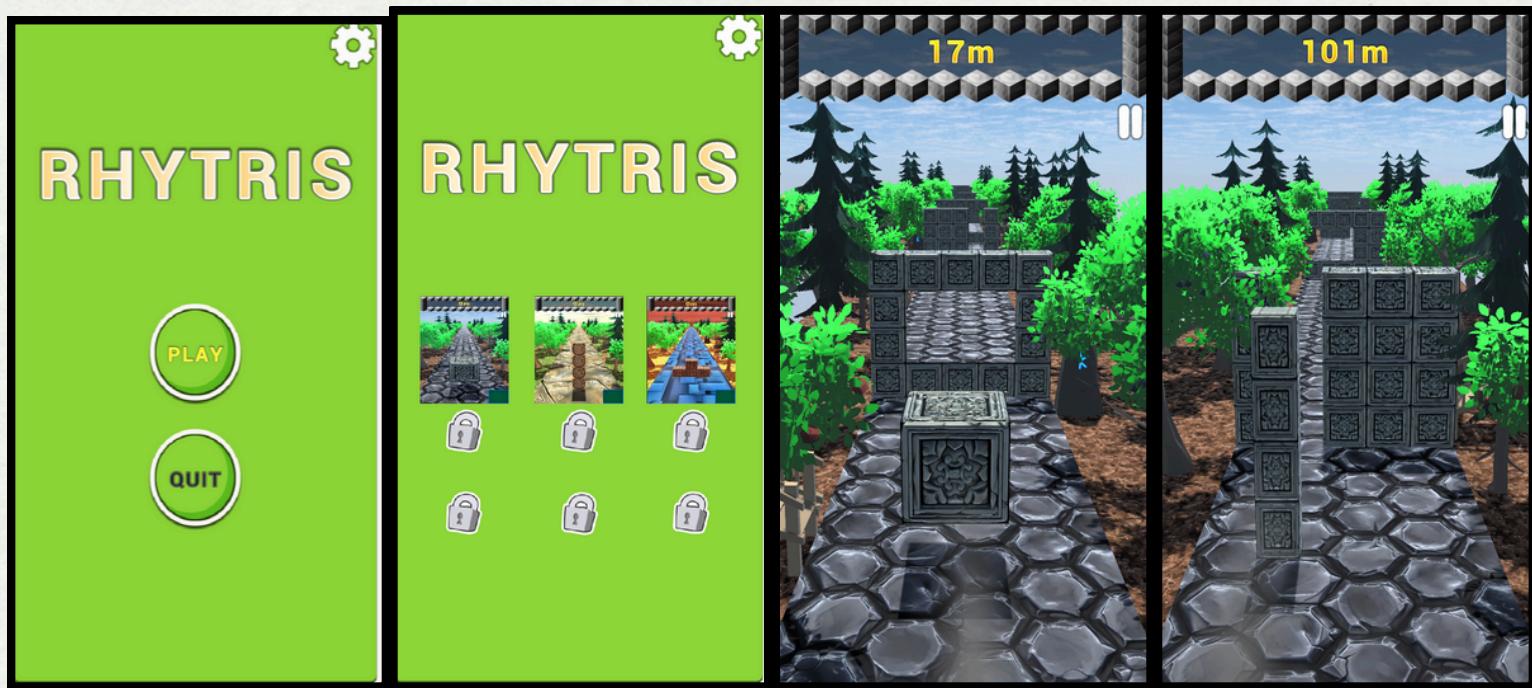
This Game Prototype is a project for a lecture in my curriculum for the Computer Engineering department.

While I was working on my project, I tried to improve my animation and asset knowledge, for instance, FBX, URP, and Low-Poly Assets.

It is for 1 computer, 2 player games like in the old times.



2022 Game Studio Lecture Project



This Game Prototype is also a project for a lecture in my curriculum, but from the master's degree program in the Digital Games Design department.

I designed a mobile game that combines specific features of Tetris and endless runner games. I focused on specifying the block assets and collision mechanics.

The challenging part is that you have to rotate the blocks 90 degrees to fit them into specific walls if necessary.

It will be a mobile game, and I have to make several improvements to it.



2021-2022 Game Design Lecture Project

Age of Vehicles

When I try to create game I use my old imagined game ideas. This is one of that games. The main focus of this game you have to collect enough collectibles like in first age, fruits with a car that maden by tree, on the second age which is metal age you will drive car from 90's generation, it goes like that until space age.

I learned wheel physics (which was really difficult) and data backup for this education project.

Stone Age



90's



21st Century

