Ahmet Buğra ÇETİNEL

Game Developer

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ABOUT

Passionate Game Developer and Co-Founder of **Twenty Games** with over four years of experience. Developer at heart, specializing in mobile game development from ideation to post-launch, with a track record of creating hit games like *Makeup Kit* (10M downloads). Versatile across all stages of development, ensuring cohesive and engaging player experiences by balancing technical and creative roles.

EXPERIENCE

Twenty Games 08.2020 - Current

Game Developer, Product Owner

Ankara, Turkey

- Led the development of Makeup Kit and Pasta Fever along with over 75 published games.
- Primarily worked as a developer, contributing to all aspects of game development, including ideation, design, and post-launch strategies.
- Product Owner for a year, overseeing the full development cycle from conception to live operations.
- Utilized tools like ClickUp, Notion, and Milanote for project management and streamlined collaboration across teams.
- Played a key role in balancing design and gameplay, enhancing game feel and juiciness, and conducting A/B testing to optimize player retention and monetization.

Solo Developer 01.2019 - 08.2020 Ankara, Turkey

- Self-taught game development, releasing Infinity Drift, a mobile racing game.
- Developed multiple smaller projects and participated in game jams.

EDUCATION

Middle East Technical University

2010 - 2015

Bachelor's Degree of Economics

Ankara, Turkey

- GPA: 3.01 (Honor Student)
- Student Assistant of Intermediate Macroeconomics

PROJECTS

I have participated in the development of over 100 mobile games, taking on different roles for each one and learning new lessons from every project. Below, you can see a few major ones but for a complete list, please visit my website.

- Makeup Kit: 10M Downloads, reached top charts over 50 countries
- Pasta Fever: Achieved 500k+ downloads and influenced dozens of studios to adopt similar game mechanics.
- Fury Road!: \$0.11 CPI
- Morph Heroes
- Infinity Drift

SKILLS

- Programming Languages: C#, Java, Python
- Game Development Tools: Unity, Blender, Photoshop
- Project Management Tools: ClickUp, Trello, Notion
- SDKs: Facebook, Adjust, Firebase
- Version Control: Git, Plastic SCM