Ahmet Buğra ÇETİNEL

🎮 Game Developer

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ABOUT

Game Developer and Co-Founder of **Twenty Games** with over four years of experience. Worked on mobile game development from ideation to LiveOps, creating hit games like *Makeup Kit* (10M downloads). Integrated SDKs for analytics and monetization, and drove key decisions in gameplay systems and technical workflows.

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, managing LiveOps for several months.
- Developed a wide range of games with different mechanics and genres, and built tools to improve Unity workflows across the team.
- Worked as Product Owner for a year, overseeing the full development cycle from concept to live operations, managing a 10-person team, and streamlining collaboration with tools like ClickUp.
- Monitored and analyzed player data through A/B testing, optimizing retention and monetization strategies while enhancing game feel and gameplay balance.

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