

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.

Collaborations

05.2023 - 08.2024

Game Developer

Ankara, Turkey

- Focused solely on developing puzzle games with a small team of three, creating 19 games in total.
- Several of these games went through multiple iterations, achieving high retention and playtime.

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 valuable lessons from every project. Below are a few major titles, but for a complete list, please visit the [projects page](#) on 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

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