

Egemen Çelik

Eskişehir/Türkiye 

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I have started my career as a Software Developer but thanks to the passion I have for games, I made the switch to game development a year ago. Even though I have 1 year of professional experience in game development, I have been using Unity for 3 years now and have experience in both computer and mobile games.

Skills

- Unity
- C#
- Custom editor tools for Unity
- Python
- Flutter
- Certified Senior Pega Developer

Experience

NOVEMBER 2019 – FEBRUARY 2022

Pega Developer / Softtech

I was responsible for implementing technical solutions on Pega and upgrading Pega system for Is Bankasi.

FEBRUARY 2022 –

Game Developer / Panteon

I have worked on 25+ hypercasual and 3 hybridcasual prototypes, tested on iOS and Android.

Education

FALL 2022 -

Master of Computer Science / Eskisehir Technical University

Taking classes on advanced algorithms and data science.

FALL 2016 – SPRING 2021

Bachelor of Science, Computer Engineering / Eskisehir Technical University

Graduated with 3.17/4 GPA. My graduation project was a 2D pixel art, rogue-lite game made with Unity.

Projects

The Dark Crown: Genesis -- [Steam Page](#)

A 2D pixel art, rogue-lite game made with Unity. I was responsible for coding core mechanics and systems like characters, weapons, abilities, items. Still in development.