



EKİNSU BOZDAĞ

GAME DEVELOPER

OBJECTIVE

I am a game developer with 5 years of experience in developing mobile games using Unity. I am passionate about exploring various aspects of game development and collaborating with industry professionals to create unforgettable gaming experiences. I'm eager to bring my skills and expertise to new projects and opportunities, contributing to innovative and engaging games.

PORTFOLIO

- <https://ekinsubozdag.github.io/Portfolio>
- <https://apps.apple.com/tr/app/farm-fixer/id6446259789?l=tr>
- <https://apps.apple.com/az/app/jigsaw-trivia/id6447677930>
- <https://apps.apple.com/az/app/blast-tower/id1673348836>
- <https://apps.apple.com/az/app/mega-robot-idle/id1669491580>
- <https://apps.apple.com/az/app/hexamaze-3d/id1665839087>
- <https://apps.apple.com/az/app/sword-up/id6444470330>

CONTACT

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Çankaya, Ankara

EXPERIENCE

Fly By Wire AB

Game Developer (2022 - Currently)

Game Developing for Hybrid-Casual, Puzzles with Unity and C#

Quok Games

Game Developer (2023)

Game Developing for Hyper-Casual, Hybrid-Casual, Puzzles with Unity and C#

Udo Games

Game Developer (2022)

Game Developing for Hyper-Casual, Hybrid-Casual with Unity and C#

Lumos Games

Game Developer (2021)

Game Developing for Hyper-Casual with Unity and C#

Creasaur Entertainment Co.

Game Developer (2019 - 2021)

Game Developing for 2D story game and Hyper-Casual with Unity and C#

Kuixo, Inc.

Game Developer Intern (2018)

Game Developing for mobile with Unity and C#

EDUCATION

Bilkent University

B.S. in Computer Engineering Department

Graduate in May 2019

Ankara Atatürk Lisesi