



# EKİNSU BOZDAĞ

GAME DEVELOPER

## OBJECTIVE

I am a game developer with 4 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