

# Burak KEKLIK

Full Stack Unity Developer



Portfolio

## Tech Stack

Unity C# Git Blender Photoshop  
Illustrator UnityAds AdMob IAP - IOS  
Google Play Services IAP - Android  
Apple Game Center Google Cloud

## Contact

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## Education

**COMPUTER ENGINEERING** Sept 2021 - Current  
Selcuk University

**COMPUTER ENGINEERING** Sept 2018 - Apr 2020  
Middle East Technical University (METU) - (ODTÜ)

**COMPUTER TECHNICIAN** Sept 2013 - Jun 2017  
Konya MTAL

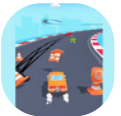
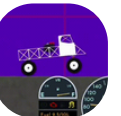
## Experience

5 years

- Full Stack Game Developer** Apr 2020 - Current, Türkiye (5 years)  
keckstreme  
Developed and published over 10 games independently, handling every aspect of production including game design, coding, art, UI/UX, level design, testing, and final deployment. Fully responsible for end-to-end development and creative direction of each project.
- Full Stack Game Developer** Oct 2024 - May 2025, Hong Kong (9 months)  
Finite Game Studio  
Created and published Topic Word Link. A professional word connect game.
- Unity Game Developer** Oct 2021 - Apr 2022, Türkiye (6 months)  
Lecten  
Led game development by managing project workflows, creating core mechanics, level design, and art.
- Intern Developer** Jul 2016 - Sept 2016, Türkiye (2 months)  
Dikey Elektronik Ltd.  
SQL database jobs and SQL education from peers. High school internship.

## Projects

- DriveUp (released 2021 & released 2025)**  
First released in 2021, I remastered it and published it again in 2025. It's a 2D hill climbing racing game. In the 2021 version I implemented UnityAds. Today, it uses AdMob to monetize.  
**Key features:**  
▪ AdMob ▪ Paint cars ▪ Dynamic engine sounds
- Topic Word Link (released 2025)**  
Developed my first puzzle game under Finite Game Studio Ltd., featuring a word connect core and 10 unique minigames in English and Turkish. Designed and implemented everything from scratch except visuals. Blends classic wordplay with innovative, customizable gameplay modes.  
**Key features:**  
▪ Google Play Services ▪ AdMob ▪ In-App Purchases ▪ Custom Level Editors ▪ Push Notifications ▪ Analytics ▪ Localization
- "Tofas Bursa Fabrikasi" (2024)**  
Players can create as many cars as they want without any limitations and drive those cars in world maps. Players are able to save, load, duplicate, and rename their cars. Pinch to zoom map and camera. Offering advanced controls and freedom.
- Charge It All (2022)**  
Player needs to charge incoming phones by selecting empty and correct charging plugs.  
**Key features:**  
▪ Deforming Cables ▪ Particle Effects
- Shift Race (2022)**  
My second 3D hyper-casual game under Lecten. It's a drag racing game with obstacles. Player needs to modify their car in real time to avoid losing speed.
- Toony Race (2022)**  
My first hyper-casual and 3D game under the umbrella of Lecten. It's a level based racing game with Mario Kart mechanics.
- Incremental Jump (2021)**  
Released in 2021, it was my second game after DriveUp. It was a Doodle Jump with incremental score features.



More projects on my portfolio