

# BURAK KEKLİK

Text form CV. For a better experience please go to: <https://keckstreme.github.io/portfolio/>

## Work Experience

- **FULL STACK GAME DEVELOPER** - FINITE GAME STUDIO LTD.  
*Oct 2024 - May 2025 Hong Kong*
  - Created and published Topic Word Link. A professional word connect game.
- **UNITY GAME DEVELOPER** - LECTEN TEKNOLOJİ YAZILIM A.Ş  
*Oct 2021 - Apr 2022 Türkiye*
  - Conducted meetings with game designers and directors. Managed game development processes based on meeting discussions and provided documentations.
  - Responsible for all aspects of the project, including game mechanics, level design, and art. Developed all features and functionalities within the game.
  - Maintained continuous communication with directors, artists, game designers, and testers.
  - Regularly received feedback from testers and implemented necessary changes.
  - Created development tools and supplied documentations.
- **INTERN DEVELOPER** - DİKEY ELEKTRONİK BİLİŞİM EĞİTİM DANIŞMANLIK REKLAM SAN. VE TİC. LTD. ŞTİ.  
*Jul 2016 - Sept 2016 Türkiye*
  - SQL database jobs and SQL education from peers. High school internship.

## Experience

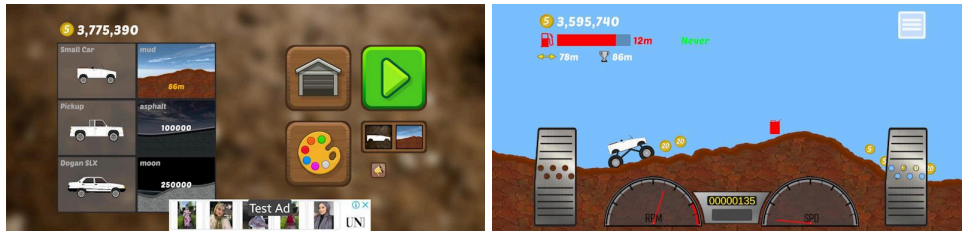
- **DriveUp (released 2021 & released 2025)**

Released in 2021, it was my first legitimate complete game. Later in 2025, I remastered it and published it again. It's a 2D hill climbing racing game. No third party assets were used, even in the remastered version.

In the 2021 version I implemented [UnityAds](#). Today, it uses [AdMob](#) to monetize.

**Key features:**

  - With **JSON** based save file structure, adding content to the game is non-destructive. And with **encryption**, vulnerabilities coming from using plain text are eliminated.
  - **AdMob**
  - Paint cars
  - Dynamic engine sounds



## ● Topic Word Link (released 2025)

My first **puzzle** game under Finite Game Studio Ltd. It's a word connect game with many minigames. Main gameplay is a word connect puzzle game, with all game modes available in both English and Turkish. Only third party assets used were visuals.

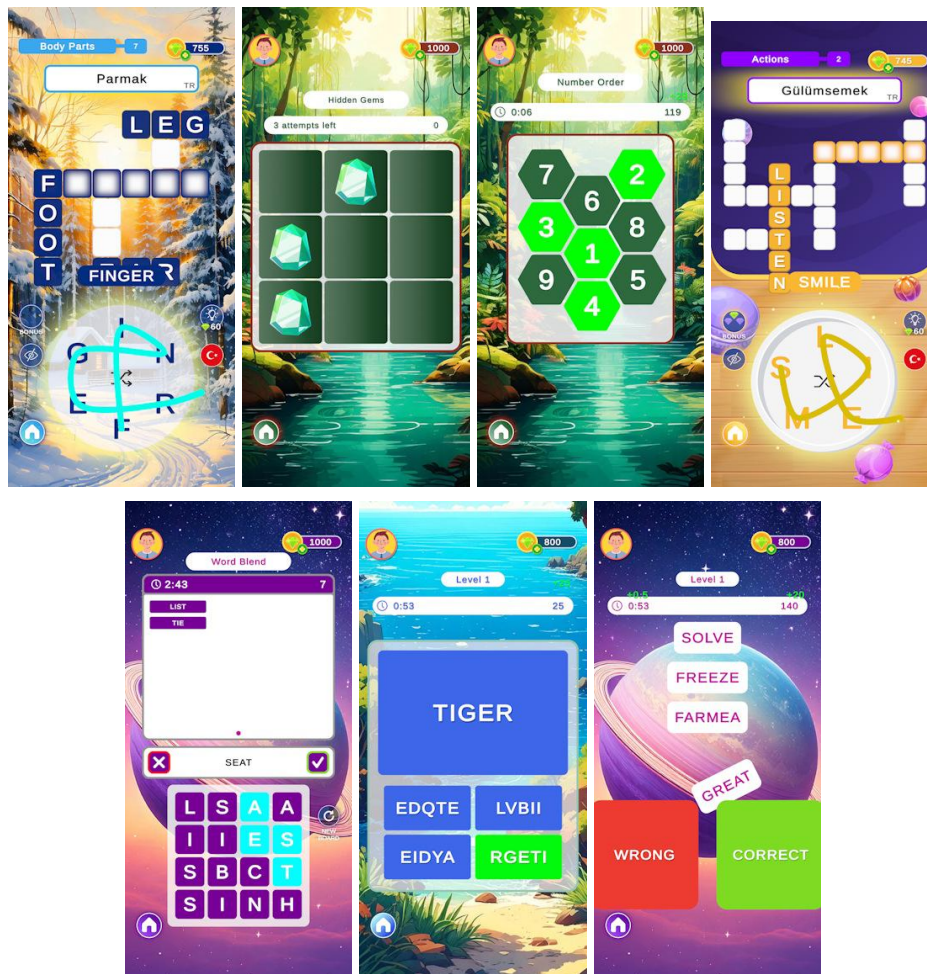
### Game Modes:

- Main game: **Word Connect** - Similar to Words of Wonders, players drag letters below to construct a word to fill spaces above.
- **Snake mode**: Players control a snake that is moving upwards, trying to avoid bumping into empty or word-filled bricks. Players collect apples to increase their lives.
- **Hidden gems**: Players memorize boxes with gems then try to reveal those gems in a  $n \times n$  grid.
- **Number order**: Players click on randomized boxes with numbers on it sequentially in a  $n \times n$  grid.
- **Number slider**: Classic 15 puzzle game.
- **Word blend**: Similar to **Wordshake** by **British Council**, players construct words by clicking letters below in a limited time.
- **Word Fill**: Players fill blanks by dragging and dropping words into spaces.
- **Word Group**: Players categorize words by clicking or dragging words.
- **Word Sort**: Players separate correct and wrong words by clicking. [Wrong words are generated by "wrongizing" correct words.](#)
- **Word Jumble**: Players find correct anagrams of given words. [Out of 3 wrong anagram options, made sure only 2 letters are in the correct word. Highly customizable.](#)

### Key Features:

- **Google Play Services**: Log in with Google Account, save game progress to the **cloud**.
- **AdMob**: Rewarded, interstitial, and banner ads. Working in both **Google Play Store** and **IOS**.
- **In app purchases**: Coin purchases, No Ads, VIP membership. **Google Play Store** and **IOS**
- **Editor Level Builder & Crossword Generator**: Build levels with inputting words, create random crossword with one click. **Crossword generation algorithm is written by me.** Word fill and Word Sort have their own editors.
- Send device **notifications**
- Comply to GDPR, CCPA, Play Store and App Store **policies**.
- **Analytics**: Use Unity Analytics, custom events.
- **Hint**: Use it and give player hints.

- **Word library:** **Create** a word dictionary from plain text, **filter** bad words from bad words list, **“wrongize”** words by manipulating letters and making sure it's wrong by checking if it's different from the original, create **anagrams**
- **Timer:** Timer objects that throw events when they're up. Formatted time strings
- **Tutorials:** Highlight any UI object without disturbing sibling indexes.
- **Profile screen:** Profile name and picture
- **Theme change:** Change themes with one click. UI elements react to theme changes by either changing color or changing sprite. Use it with only adding by one single script.
- **Sliding main menu:** Constant speed or constant time, moving background
- **Localization:** Change language, preview language by modifying only current menu, initializing localization
- **UI effects & animations:** Menu animations, flying letters to the game board, etc. Particle animations.
- **Settings:** Toggle ads and sounds. Change language. Change theme.
- **Bonus words and combo:** Extra score when bonus words found, save them in a separate location.
- **Window popups:** Popups confirming gem spend or informing locked VIP levels. When clicking appropriate buttons, forward player to correct location: shop, game, or cancelling.



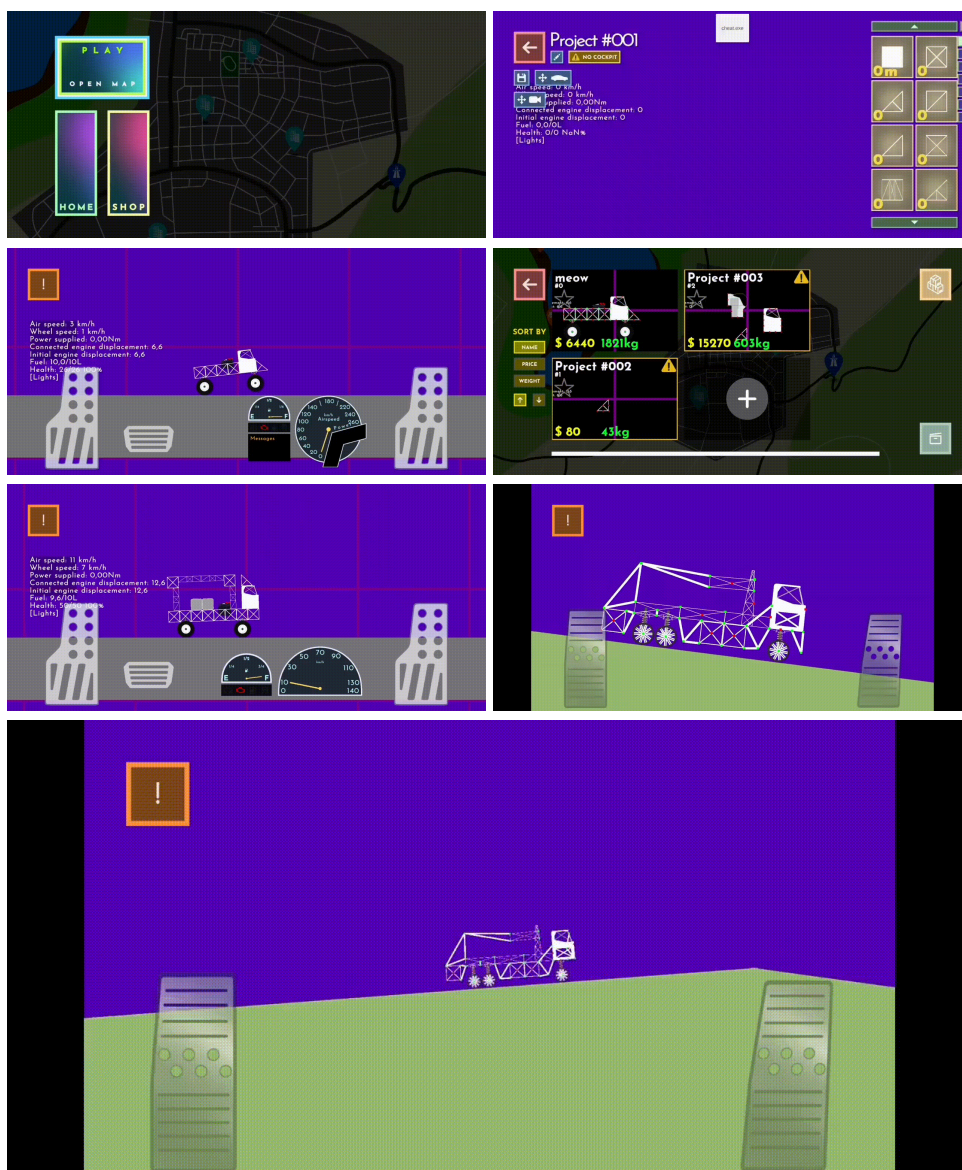
## ● “Tofas Bursa Fabrikasi” (2024)

THIRD attempt making a game I would play. It was a blend with Hill Climb Racing and Bad Piggies. However, it's more advanced than both HCR and BP. 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. No third party assets were used. The building mechanism is my own technology.

Gameplay video: <https://www.youtube.com/watch?v=rJKiJ5CFUgg>

### Key Features:

- **Map:** Pinch to zoom and drag to locate. Pins on map are constant size.
- **Sort, favorite, send to trash, restore from trash** garage items
- **Create cars & rename cars**





- **Mech Survivors (2023)**

My second attempt to create a game that I would play. This was a child of Vampire Survivors trend. It was far from finished, but had a cool UI and 3D models that I created so I wanted to feature it here.

Gameplay video: <https://www.youtube.com/watch?v=bBI05aa48qM>

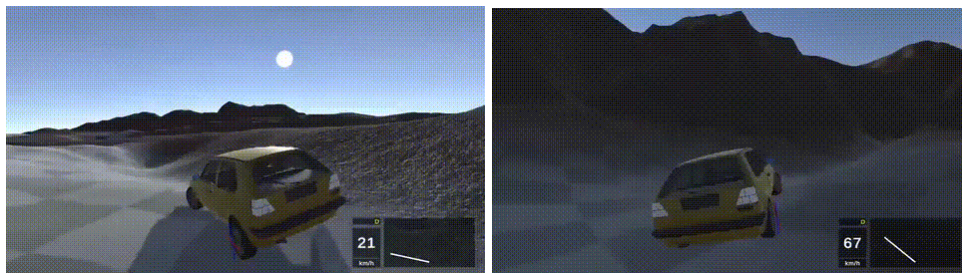
**Key Features:**

- **Weapon items**
- **Modifier items**
- Very cool UI
- Very cool 3D models



- **driving tech (2022)**

Realistic arcade car physics <https://www.youtube.com/watch?v=VH04U8I49HU>



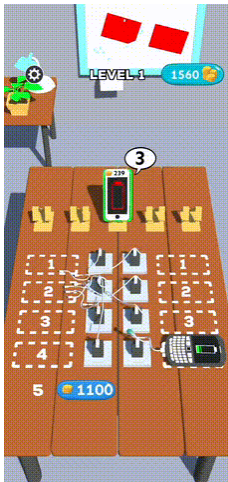
- **Charge It All (2022)**

My attempt to create a game for publishers. Player needs to charge incoming phones by selecting empty and correct charging plugs. But I lost interest eventually and dropped the project.

**Key Features:**

- **Deforming cable:** Simulating a cartoonish water going through a pipe

- Particle effects

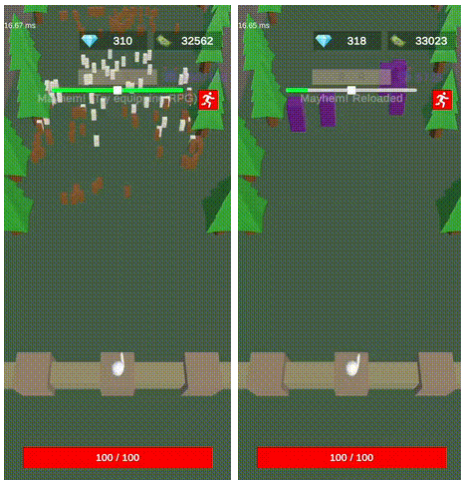


- **Zombie Defense (2022)**

I wanted to create a game that I would play, therefore Zombie Defense was born. But I never finished it because it was too much work.

**Key Features:**

- **Inventory system**
- Different damage types: Area damage, piercing damage



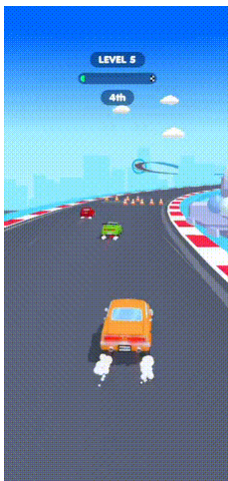
- **Shift Race (2022)**

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)**

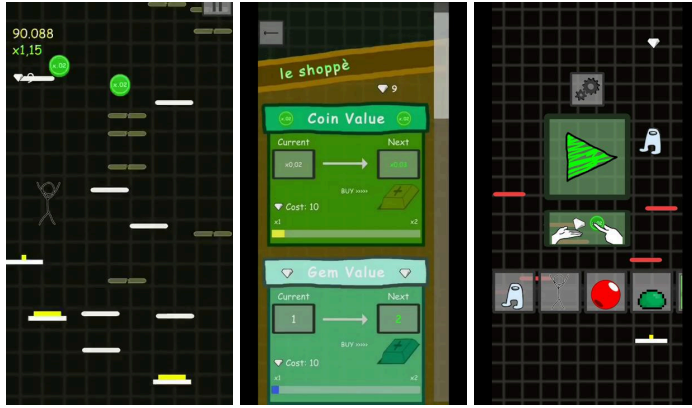
My first hyper-casual and 3D game under the umbrella of Lecten. It's a level based racing game with Mario Kart mechanics. Although I don't know what it's current fate is, there are some identical games to this game which were downloaded hundreds of millions.



- **Incremental Jump (2021)**

Released in 2021, it was my second game after DriveUp. It was a Doodle Jump with incremental score features. Incremental Jump was mainly an experiment/exercise. It's not on Google Play anymore. No third party assets were used.

Gameplay Video: <https://www.youtube.com/watch?v=ojJYClj-NEk>



## Education

- **COMPUTER ENGINEERING** - SELCUK UNIVERSITY  
Sept 2021 - Current  
Konya, Türkiye
- **COMPUTER ENGINEERING** - MIDDLE EAST TECHNICAL UNIVERSITY (METU) (ODTÜ)  
Sept 2018 - Apr 2020  
Güzelyurt, TRNC
- VOCATIONAL HIGH SCHOOL (**COMPUTER TECHNICIAN**) - Konya MTAL  
Sept 2013 - Jun 2017  
Konya, Türkiye