|  |
| --- |
| Doğa can kılıç  0541 554 03 20 İstanbul - Turkey |
| PROFESSIONAL SUMMARY Dedicated Game Developer with a proven track record in the hyper-casual gaming industry, specializing in puzzle games. Over the course of three years, I have cultivated expertise in game design, development, and level design. With a game development history comprising more than 20 games, I have actively contributed to every phase of a game's lifecycle, from initial brainstorming to strategic monetization. Notably, I played a pivotal role in the development and level design of 'Weapon Cloner,' which emerged as Gametator's first hit game in the App Store. My extensive experience spans both the creative design and technical programming aspects of game development. I am now poised to apply my skills to more ambitious and substantial projects, seeking opportunities to further expand my professional capacity and horizon. |

# WORK HISTORY

|  |
| --- |
| 2020-2023GAME DEVELOPER - GAMETATOR  * Developed games for Android/iOS platforms using Unity 3D, either team or personal projects. * Worked on all steps of Game Design cycle, from creating new game ideas to designing levels and game world. * Developed, maintained and troubleshot game templates, level editors new game systems to accelerate and enhance game development project. * Created promotional videos and ads for our games. |

# EDUCATION

|  |
| --- |
| 2022YALOVA UNIVERSITY Bachelor of Science, Computer Science |

# SKILLS & TEchnıcal knowledge

|  |  |
| --- | --- |
| * Unity 3D * Hypercasual Games * Appstore/Playstore Experience * Game Design Documentation * Level Design | * C# * C++ * Lua * Blender * Shader Programming |

# VOLUNTEER WORK

Participated in TURMEPA (Turkish Marine Environment Protection Association) as coast cleanup and workshop volunteer. Member since 2016 and counting.