



# YASİN ÖZBEK

Yasin Özbek

Game Developer/Designer

# About Me

I have been working on game development with Unity for 3 years. I started software with the Algorithm course during my undergraduate education in Electronics Engineering.



# My Newest Works



I developed a match-3 game with chess pieces

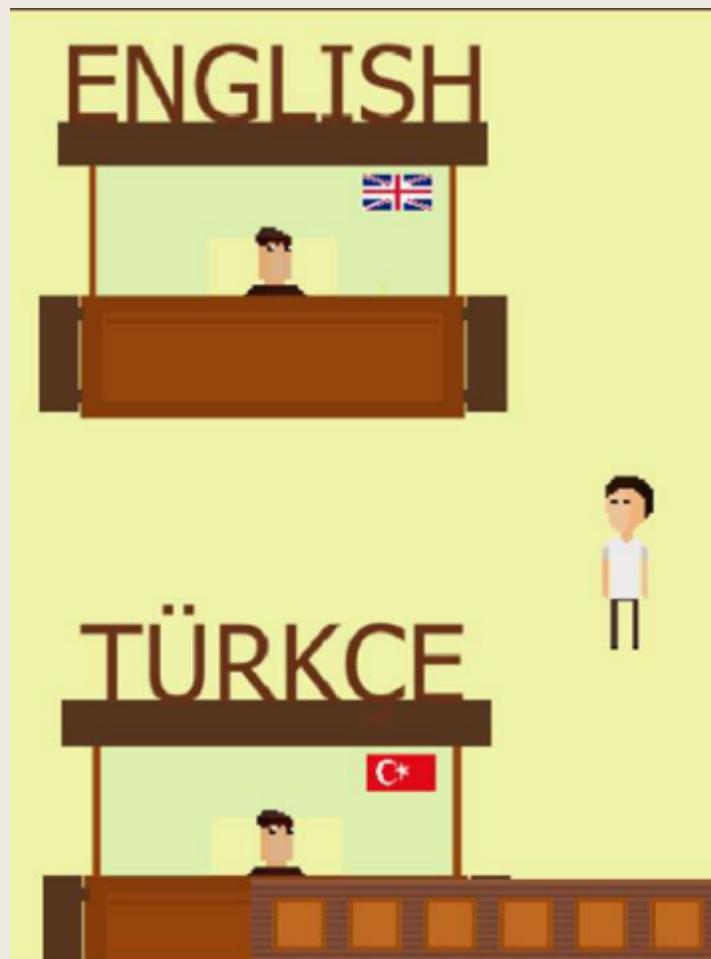


I developed an assistive robot system that harvests crops

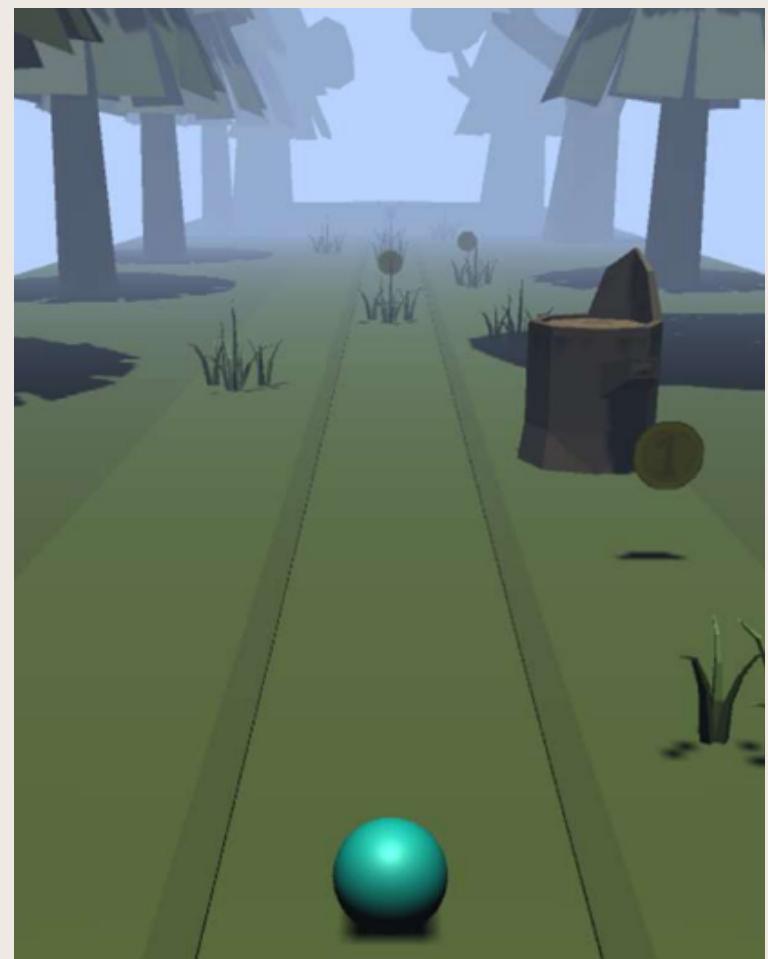


I tried to create the mechanics of the Forager game

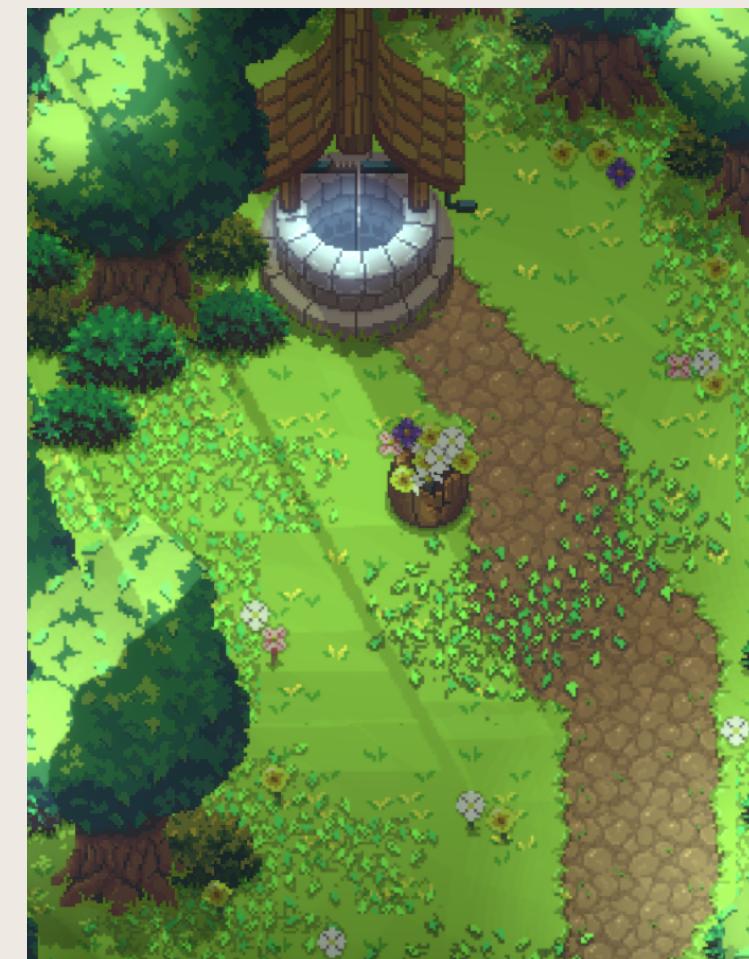
# My Past Projects



The first game I published on the mobile platform is a different puzzle game.



3D running game I made when I was an intern at Vacuum Games



I am designing the level of the game we are making with my team, here is a small image from my work.

# Contact

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**Send an e-mail for your  
questions!**