



# YASİN ÖZBEK

## GAME DEVELOPER

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### RELEVANT SKILLS

- C#
- Unity
- OOP - Design Patterns
- Git,Github
- 2D Animation
- Krita - Photoshop -Aseprite
- TileMap, ShaderGraph - Unity

### LANGUAGES

- Turkish - Native
- English - Intermediate

### INTERESTS

- Drawing
- Tennis
- Hiking
- Piano
- Video Games

### WORK EXPERIENCE



#### Game Development Teacher

October 2023 - Now

- I provided instruction in game development with Unity to classes ranging from 7 to 12 students at Bahçelievler AİHL.



#### Game Developer Intern Vacuum Games

July 2021 to August 2021 (1 month)

- During my internship at Vacuum Games, a company specializing in hypercasual game development, I had the opportunity to contribute to the development of a casual game. This experience provided valuable insights into the game industry and game marketing, further enhancing my understanding of these domains.



#### Published Game: Piyon

2022 - (2D Basic Game)

- I merged chess pieces with match-3 gameplay, embarking on an exciting journey to develop this unique project.

### EDUCATION AND CERTIFICATIONS



#### Bachelor of Electronics Engineering

Institution: Gebze Technical University

Year of Graduation: 2024



#### Certificate of Participation

- AtomGameJam #1 &2
- Digiage Summer Game Event 2022
- MauJam23
- Digiage Winter Game Event 2023
- Global Game Jam 2024
- MauJam24