

Selçuk Aksoy

SOFTWARE ENGINEER
GAME DEVELOPER
GAMIFICATION AND GAME BASED
LEARNING RESEARCHER

My Hobbies

I have a deep passion for playing boardgames and RPG.

I love doing LARP and reading fantasy and science fiction novels.

In my freetime I play various videogames and make prototypes of them.

Contact Details

Turkey, Eskişehir

Email: mail@selcukaksoy.com.tr

Telephone: +905447989868

Website: selcukaksoy.com.tr

Github: github.com/Selconag

LinkedIn: linkedin.com/in/selcuk-aksoy-67bb06170

Itch.io: selocanus-hopus.itch.io

Google Play Store: [Ninjalama](https://play.google.com/store/apps/details?id=com.ninjalama)

References

-Buğrahan Demir - Clocknest Games
bugrahandemir@gmail.com

-Barış Can Bozoğlan - Clocknest Games
Bariscanbozoglan@gmail.com

-Yavuz Sürmeli - Retroket Games
yavuz_surmeli@hotmail.com

Work Experience

-Bewell Technology | 12/2023-Continuing
Software & Simulation Engineer (Unity)

-Clocknest Games | 06/2022-07/2023
Hypercasual Game Developer (Unity)

-Endless Games | 04/2022-06/2022
Casual Game Developer (Unity)

-KAYURA Software | 02/2022-04/2022
Founder Software Engineer

-Retroket Games | 05/2021-02/2022
Hypercasual Game Developer (Unity)

-Digico Advertising | 12/2020-03/2021
Hypercasual Game Developer (Unity)

Personal Summary

I am a game enthusiast on various game types. A game developer with the knowledge of gamification, game based learning, their differences and as well as a deep understanding of game industry.

Industrial Interests

Passionate game developer with extensive experience in game programming and design. Engaged in multiple game jams and developer conventions, resulting in over 23 games developed with Unity and Unreal. Currently focused on solo game development for VR and PC platforms.

Academic History

ESKISEHIR OSMANGAZI UNIVERSITY

*Bachelor degree in Computer Engineering
2016-2021 February (Graduated)*

Skills

COMPUTER BASED SKILLS

C,C++,C#, Object-Oriented Programming, Unreal Blueprint-Verse Language, Flutter(Dart), SQL Query(T-SQL,MySQL)

BUSINESS SKILLS

Public Speaking, Leadership, Community Management, Event Organisation

USED TOOLS

Microsoft Visual Studio(15,17,19,22), XCode, Anaconda, Unreal Engine 4/5, Unity Engine, Blender, Android Studio, SQL Server Management Studio, Git SCM, Fork, Trello

Project History

INFECTED GAME /SELF PROJECT

Designed a Zombie FPS game in Unreal Engine 5.2 as a self-improvement project.
Playable Demo: [Itch.io](https://itch.io) || Code: [Github](https://github.com)

MATCH3DEMO /SELF PROJECT

Created a 2D game replicating the popular Match 3 Game genre for skill improvement.
Playable Demo: [Itch.io](https://itch.io) Github: [Code](https://github.com)

SUPER DEFENSE HERO /SELF PROJECT

Created an area defense game with multiple ways to destroy enemies, available on [Google Play Store](https://play.google.com/store/apps/details?id=com.ninjalama).

ALPHABET PUZZLE /CLOCKNEST

Developed a letter merging game focusing on completing objective words.

CARD REPAIR MASTER /CLOCKNEST

Developed and coded a card-based car repair and modification game.

COURT VR /KAYURA

Developed a Virtual Reality simulation game for Eskişehir Anadolu University's Faculty of Law.

TAP DIGITS! /CLOCKNEST

Coded a game where players destroy cubes, with cubes merging to higher levels.