

Abdullah Ahmet Askin

Unity Game Developer

Address Izmir, Turkey 35370

Phone (+90) 5530975897

E-mail abduallahahmetaskin@gmail.com

Highly proficient Game Developer bringing proven history of successfully utilizing latest technologies to create exciting games. Highly energetic professional with over +4 years of experience and meticulous eye for detail. Thorough understanding of gaming trends combined with expertise in various programming languages.



Technical Profile

- C#, C++, Java, Python, SQL, Git, GitHub, Unity, Cocos2D-x



Work History

Mar 2023 - Unity Game Developer

Current

Ruby Game Studio, Izmir

- Integrated live-ops systems and events.
- Developed 1 event gameplay mechanics per week.
- Maintained and troubleshot game performance and system issues to enhance performance.

Jun 2022 - Cocos Game Developer

Apr 2023

Ruby Game Studio, Izmir

- Developed AI-related tools, ai systems that facilitated ai development and increased game's retention statistics.
- Improved Cocos2d Game Engine and tools for better productivity.
- Optimized game performance and loading times for mobile platforms to enhance user experience.
- Developed various battle-royale gameplay mechanics and input control systems.
- Contributed significantly to development Hunter Assassin games.

Sep 2021 - Unity Game Developer

Feb 2022

Ruby Game Studio, Izmir

- Developed 2D and 3D hyper casual games for mobile platforms using Unity.

- With great passionate team, developed variety of top- charting runner games, including Zodiac Runner, Playboy Run and Makeup Repair.
- Cultivated professional working relationships with marketing department, other design personnel and upper management.
- Created prototypes based upon design ideas such as simulations, runners and puzzle games.
- Used debugging techniques to identify issues with computer code and resolve errors

Jan 2021 - Sep 2021 **Junior Game Developer**

Endless Games, Izmir

- Developed hyper casual game prototypes using Unity and C#.
- Managed to develop 1 game prototype per 2 week.
- Designed and implemented game mechanics and features.
- Tested and debugged code for smooth and enjoyable gaming experience.
- Utilized asset store packages and utilities to enhance game features and performance.



Education

Apr 2018 - Jun 2022 **Bachelor of Science: Software Engineer**

Karadeniz Technical University - Trabzon

GPA: 3,10/4,00

- Member of Software Club
- Received the Tubitak Scholarship for our Augmented Reality Thesis.



Competencies

- ◆ Glitch and bug resolution
- ◆ Coding skills
- ◆ Rapid game prototypes
- ◆ Design process reporting
- ◆ Effective communication
- ◆ Organization and Time Management



Accounts

- LinkedIn: <https://www.linkedin.com/in/abdullah-ahmet-askin/>
- GitHub: <https://github.com/AbdullahAskin>