Seyfullah Çapkın

Unity Developer

✉ seyfullahcapkin@beykoz.edu.tr

Work Experience

Game Developer
11/2021 - 02/2023

Gameflex

I worked as a game developer at Gameflex where I worked on developing two hit games and created several other games as well. This role provided a platform for me to polish game development skills. For one of the hit games, I technically resolved optimization issues. We aimed to improve the success rate by optimizing game elements based on user feedback. We also conducted A/B testing and developed advertising videos. Working collaboratively with my team, we ensured that the games were user-friendly in order to enhance the overall gaming experience.

Game Developer
06/2021 - 11/2021

Trifles Games

I learned how to improve the quality and feel of my games with small details.

Game Developer & Game Designer
06/2020 - 06/2021

Virtual Projects

I worked with Virtual Projects company one-on-one for a year. During this time, we received mentoring support and technical training that provided by the Virtual Projects studio. I improvement my skills on game design and game software.

Game Developer & Game Designer
06/2020 - 06/2021

Helmet Entertainment

I worked in a startup company and this provided me with various tasks. At most, i was working on creating new game ideas and developing existing games in Unity in accordance with trends in the market.

Education

Computer Engineering
2012 - 2016

Karadeniz Technical University

Digital Game Design
2019 - 2023

Beykoz University

Skills

Unity 3D

Particle System, Ui System, Physics, Animator, Colliders, NawMesh, Materials and i have a simple manager systems.
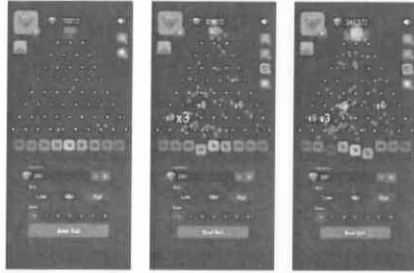
C#

C++

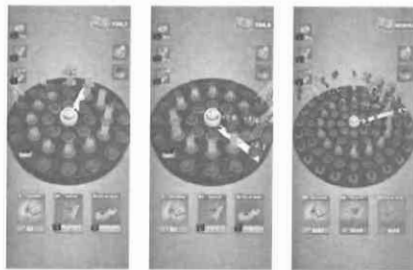**English**

Full Portfolio

Portfolio Lınk

Portfolio Examples

Plink Balls

Implemented the advertising system and prepared the UI systems. Coded 15 new mechanics and prepared a custom build for the A/B testing of publisher creative team and received the build.

https://apps.apple.com/us/app/plink-balls/id1598618777

Cut Around 3D

Created of the game. Developed of soft launch process SDK installations, UI optimization and batch optimization. Ad mechanics were developed and implementations of ads with their UI's. Mechanics were developed for A/B tests. The 2nd machine system was coded and improved it's optimization. All over the game was built in android and ios version.

https://play.google.com/store/apps/details?id=com.gameflex.cutaround3d&hl=tr&gl=TR
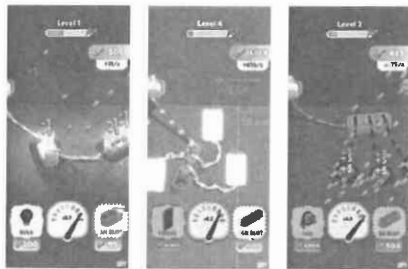
Plug Master

Created of the game by using Obi Rope. Automatic level creation system was coded. By using JSON data system, the game was recreated as it was last left when the game was closed and reopened. The coding was provided by connecting all the elements in the game, where the cables are connected to, and the locations of all the objects.

https://apps.apple.com/tr/app/plug-master/id1661588509
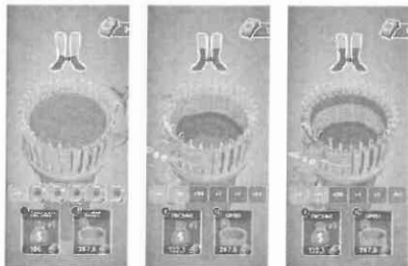
Loom It

Created of the game. Soft launch processes were developed and installed it's SDK .

https://www.youtube.com/watch?v=kxBMtkYykm