



# Şekip Kaan EKİN

Game Developer

## Contact

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kaanekin.com

## Education

2020 - 2022

M.Sc. Computer Animation and Game Technologies Non-Thesis (GPA: 3.75/4.00)  
Hacettepe University, Ankara

2014 - 2019

B.Sc. Computer Sciences  
Bilkent University, Ankara

## Skills

AI behavior for NPCs, pathfinding, decision-making, and state machines

Game design principles, mechanics, and player psychology

Game optimization through effective memory management, frame rate enhancement, and minimizing load times

Ability to switch between game engines and coding languages with ease, complemented by a fast learning curve

Unity • C# • Gameplay Scripting

Editor Scripting • CI/CD • C++

Unreal Engine • Profiling Tools

## References

### Armağan Yavuz

Manager & Co-Founder of Taleworlds  
armagan@taleworlds.com

### Ayhan Şahin

Co-Founder & Head of Studio at Playabit  
ayhan.sahin@wildlifestudios.com

### Tuğrul Atak

Co-Founder & Creative Director at Playabit  
tugrulatak84@gmail.com

## Experience

### 2022 - Present

#### Playabit - Game Developer

Led the development of "Time Blast" for six months as the sole developer before additional developers joined the project. Implemented the core mechanics, ensuring smooth and engaging player experiences, and optimizing performance. Developed internal tools to streamline the development process and boost team efficiency.

### 2019 - 2022

#### Alictus - Game Developer

Contributed to 15+ hyper-casual games, including several #1 downloads in US and global markets. My role primarily involved game development and later expanded to system development, including creating adaptable game architectures. This resulted in rapid prototyping, a common framework across projects, and streamlined updates.

### 2019

#### Creasaur Entertainment - Game Developer Intern

Collaborated with a multidisciplinary team to create mobile hyper-casual game prototypes using Unity. Developed "Flashball: Glow Out" within a month, tested in the USA, England, and Canada app stores. Subsequently worked on a mobile idle game, implementing various game mechanics and optimizing performance.

### 2017-2018

#### TaleWorlds Entertainment - Game Developer Intern

Mobile Game Development Internship: Collaborated on debugging and implementing features in a mobile game project with four interns. Extended internship to independently enhance GUI and UI.

Mount & Blade II: Bannerlord Campaign Team: Initially resolved quest and dialogue bugs, later refactored game hotkeys, and contributed to the preparations for the Gamescom 2018 showcase.

## Projects

**Realm of the Arcane Reckoning** is an action-adventure roguelike created with Unity 3D and C#, featuring procedurally generated levels, automated combat systems, and strategic challenges, designed for PC and later adapted for mobile.

**Monkey Tonky** is an isometric RPG developed with Unreal Engine, emphasizing dynamic close combat, featuring multiple levels, waves of enemies, and challenging boss encounters.

**Bard's Son** is an immersive RPG blending decision-making with tabletop RPG mechanics, utilizing 20-sided dice for gameplay outcomes.

**Dance of Legacies** is a competitive Unity-based game focusing on cultural preservation and dissemination, where players compete to spread their culture to a larger audience than their opponents.

For more details and additional projects, visit my portfolio at [kaanekin.com/portfolio](https://kaanekin.com/portfolio)