Mehmet Alper Ekici

Computer Engineer

CONTACT

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PROFESSIONAL EXPERIENCE

Chief Technical Engineer | 2024 - Present

Ignus Nex Entertainment

- Oversaw pull requests and applied SOLID principles and modular architecture in Unity-based games, supporting thousands of users.
- Conducted comprehensive research regarding games scope and required architectures.

Freelance Game Developer | 2023 - Present

Upwork

- Completed two remote freelance projects through Upwork.
- Enhanced client communication and remote collaboration through two successful freelance game development projects.

Game Developer | 2023-2024

TEXTUREBOX Games

- Contributed to the development of a game prototype for a startup studio.
- Collaborated with artists and designers to implement core game mechanics.
- Strengthened knowledge in Unity (or other tools used), rapid prototyping, and cross-functional teamwork.

Co-Founder & Developer | 2022 - 2023

SAYLO Games

- Co-founded an indie game studio with two peers, focusing on mobile game development.
- Designed and developed a working prototype from scratch.
- Successfully monetized the game, earning \$200 in initial revenue.
- Gained experience in team collaboration, game design, and monetization strategies.

EDUCATION

Karabuk University | 2021-2026

Computer Engineering

• GPA: 3.13

SKILLS

C#, C++ , C, Java, Git, Unity, Unreal Engine,

English (C2), Turkish Fluent