

# Yusuf Enes Tulek

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## WORK EXPERIENCE

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### The Game Circle

*Game Developer*

**March 2023 – Present**

*Istanbul, Turkey*

- Developing mobile games and providing mentorship to the studios who work with The Game Circle.

### Arcade Bridge - [Portfolio](#)

*Founder & Game Developer*

**October 2022 – Present**

*Istanbul, Turkey*

- Arcade Bridge is a software brand that makes games and tools. As a one member team, I'm doing everything from brand and product marketing, user support to developing assets and systems. I'm taking freelance jobs, developing assets for Unity Asset Store, and making games for Play Store and App Store.

### Game Bubble / Boovio - [Game Bubble Portfolio](#) / [Boovio Portfolio](#)

**(A lot of them are hidden because of NDA)**

*Co-Founder & Game Developer*

**October 2021 – October 2022**

*Istanbul, Turkey*

- Game Bubble/Boovio is a hyper-casual game studio with focus on making quick prototypes. I've developed tools to quicken our development time. Some of our games were made in just a few hours!
- I programmed gameplay mechanics, systems, ui and worked on publisher's SDK integration.
- As Co-Founder, I oversee our core strategies, brand roadmap and finances.
  - Working in a close relationship with our publisher.
  - Talking with publishers for work opportunities.
  - Interviewing with applicants about our job opportunities.
- I've been involved in the art side of the projects. I gave suggestions and feedback.

### Nitrogen Games

*Game Developer*

**November 2019 – March 2020**

*Izmir, Turkey*

- I've worked on the programming side of the games, whether it's gameplay, UI, AI, SDK integration. I've worked with artists and designers. I've been involved in every part of the games from design to visuals.
- I've also worked on the managerial side of the development, I've organized the projects and split them into smaller tasks and assigned them to the developers.

## LANGUAGES

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**Turkish:** Native, **English:** B2

## EDUCATION

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### Ege University

*BS, Statistics*

**May, 2020**

*Izmir, Turkey*

- I've joined the University's rock club to learn music and I've played a lot of video games with my friends.
- I've worked as a roadie for one of the bands in Izmir, so that I can learn how musicians perform live music.

## SKILLS & INTERESTS

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- **Skills:** Analytic thinking, Unity 3D, C#, git, design patterns, clean code, computer fundamentals, game design, avid learner, brand marketing, music (guitar and singing mostly).
- **Interests:** Listening and talking philosophy and psychology. Watching and discussing cinema, listening and making music.