



Eyyüp Ensar Topuz



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Ankara



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SKILLS

Unity

C#

Object Oriented
Programming

SOLID Principles

EDUCATION

Computer Engineering Hacettepe University

09/2019 - Present

Ankara, Turkey

WORK EXPERIENCE

Game Developer Easy Clap Games

03/2023 - Present

Mobile Game Development Company

Ankara, Turkey

Tasks

- I was involved in the development of Wand Evolution, a hybrid-casual mobile game that was successfully released on [iOS](#) and [AOS](#) platforms and has been downloaded more than 300,000 times. Within this project, I designed and implemented several core systems, including the store, gear, pets, core game mechanics, and UI. Additionally, I was responsible for writing extensive code for CPI scenarios and made significant contributions to the game's build and deployment processes.
- Developed seven additional games, not including Wand Evolution.
- Contributed to the framework by fixing minor bugs and implementing additional functionalities.
- Mentored interns and helped new junior team members.

Game Developer Intern Mayadem Teknoloji A.Ş.

06/2022 - 07/2022

Mobile Game Development, Educational Games

Remote

Project

- Game called "[The Prophecy](#)" is developed with using Unity, C#

Software Developer Intern PROTEL Bilgisayar A.Ş.

08/2021 - 09/2021

Solutions For The Hospitality Industry

Remote

Tasks

- Front-End development with using HTML, CSS, JavaScript.
- Document manipulation with using C# and Spire.Doc library.

CERTIFICATES

Version Control Systems and Portfolio (09/2021 - Present) [↗](#)

Introduction to C# Programming and Unity (09/2020 - Present) [↗](#)

More C# Programming and Unity (09/2020 - Present) [↗](#)

PERSONAL PROJECTS

Unisand (01/2024 - Present) [↗](#)

- 2D sand simulation with Unity and C#.

HomEfficient Game (11/2021 - 01/2022) [↗](#)

- A game developed with HTML, CSS, JavaScript, THREE.js, ammo.js and tween.js. I developed fragment and vertex shaders for this project. Developed for Computer Graphics Course Term Project.

Flood it Game (02/2021 - 02/2021) [↗](#)

- Puzzle game made with Unity. Developed for fun and improving my skills on UI developing.