

Ahmet Buğra ÇETİNEL

🎮 Game Developer

✉ ahmetcetinel1992@gmail.com | 🌐 bugracetinel.com | 🎧 darkstormmetu | 🌐 bugra-cetinel

ABOUT

Game Developer and Co-Founder of **Twenty Games** with over four years of experience. Worked on mobile game development from ideation to LiveOps, creating hit games like *Makeup Kit* (10M downloads). Integrated SDKs for analytics and monetization, and drove key decisions in gameplay systems and technical workflows.

EXPERIENCE

Twenty Games

08.2020 - 10.2024

Game Developer, Product Owner

Ankara, Turkey

- Led the development of *Makeup Kit* and *Pasta Fever*, along with over 75 published games, managing LiveOps for several months.
- Developed a wide range of games with different mechanics and genres, and built **tools** to improve Unity workflows across the team.
- Worked as Product Owner for a year, overseeing the full development cycle from concept to live operations, managing a 10-person team, and streamlining collaboration with tools like ClickUp. ([Example GDD](#))
- Implemented **game economy models**, monitored and analyzed player data through A/B testing, optimizing retention and monetization strategies while enhancing game feel and gameplay balance.

Collaborations

05.2023 - 08.2024

Game Developer

Ankara, Turkey

Focused solely on developing puzzle games with a small team of three, creating 20 games in total.

Several of these games went through multiple iterations, achieving high retention and playtime.

Solo Developer

01.2019 - 08.2020

Ankara, Turkey

- Releasing *Infinity Drift*, a mobile racing game which included infinite procedural road generation system, Ads & IAPs, localization and online leaderboard system.
- Developed multiple smaller projects and participated in game jams.

EDUCATION

Middle East Technical University

2010 - 2015

Bachelor's Degree of Economics

Ankara, Turkey

- GPA: 3.01 (Honor Student)

PROJECTS

I have participated in the development of over 100 mobile games, taking on different roles for each one and learning valuable lessons from every project. Below are a few major titles, but for a complete list, please visit the [projects page](#) on my website.

- **Makeup Kit**: 10M Downloads, reached top charts over 50 countries
- **Pasta Fever**: Achieved 500k+ downloads and influenced dozens of studios to adopt similar game mechanics.
- **Fury Road!**: \$0.11 CPI

SKILLS

- **Programming Languages**: C#, C++, Java, Python
- **Game Development Tools**: Unity, Blender, Photoshop
- **Project Management Tools**: ClickUp, Trello, Notion
- **SDKs**: Facebook, Adjust, Firebase, GameAnalytics
- **Version Control**: Git, Plastic SCM