

I am an experienced Game Developer, have also good experience on developing AR apps. Currently teaching Unity at Bahçeşehir University.



Maltepe/istanbul

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- I am a member of a book club.
- Love playing board and PC games.
- Practicing electronic and classical guitar.
- Love traveling in general.

Onur Kalkan

Game Developer

Skills

- Unity
- C#
- Mobile Games
- Augmented Reality

Work Experience

Kibibyte Games (2020-present)

Co-founder & Game Developer

- I designed and developed hyper-casual titles with my team and worked with big publishers.
- Android Apps by Kibibyte Games on Google Play
- Onur Kalkan iPad & iPhone (apple.com)

Bahçeşehir University (2022-present)

Lecturer

• I am teaching Unity and Game Engines introduction course to graduate and undergraduate students.

MyLiaison (2017-2020)

XR Developer

- I developed B2B Augmented Reality(AR) and Virtual Reality(VR) apps for our clients with Unity 3D Engine.
- EE 5G Best Seats in the House MyLiaison

Education History

Game Design Master Degree

• Bahçeşehir University 2022

Computer Engineering Bachelor Degree

• Cyprus International University 2015

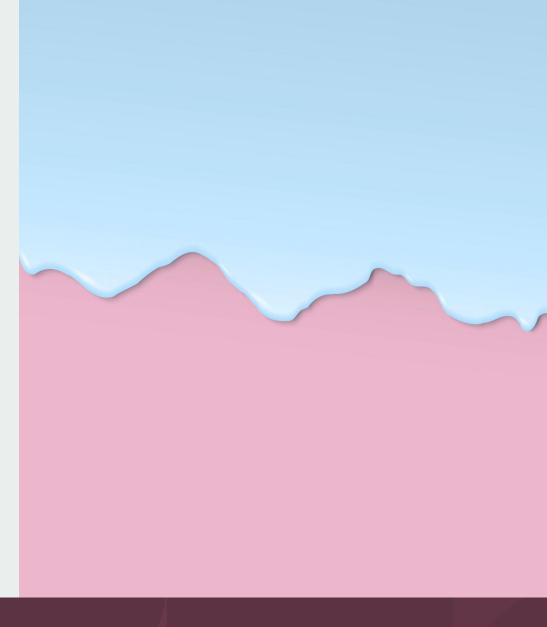
Languages & Others

- English (Fluent)
- Turkish (Native)
- Driver License (B)
- Non-smoker

My Portfolio

Onur Kalkan

Game Developer



Links of My Works

- Google Play <u>Kibibyte Games on Google Play</u>
- App Store Onur Kalkan Apps on the App Store
- Itch.io <u>Onur Kalkan itch.io</u>
- TechCamp <u>TechCamp İstanbul (mobidictum.com)</u>
- GitHub OnurKalkan Github (mostly for private repositories)
- AR Commercials <u>AR/VR MyLiaison</u>
- My Master Thesis <u>Ulusal Tez Merkezi | Anasayfa (yok.gov.tr)</u>

Google Play

Chosen 4 games worth to mention



- Beauty Run A nail polishing runner, downloaded more than 150K+ organically and watched more than 70 million times on Tiktok from different viral videos.
 - <u>Beauty Run | TikTok</u>
 - Beauty Run | Google Play



- Toy Spring A child toy's simulation stack runner game with add-sub and painting mechanics. Currently got organic attention from Brazil.
 - <u>ToySpring | TikTok</u>
 - <u>Toy Spring Apps on Google Play</u>



- Long Board A long board runner with human and board part stacking mechanics. I think this game looks really sweet and fun to play.
 - Long Board | Google Play



- Lash Paint Mascara pulling game to enormous eye lashes. Paint and runner mechanics applied. Its an interesting game with mechanics wise.
 - Lash Paint | Google Play
 - Lash Paint | YouTube

App Store 🙏

Chosen 4 games worth to mention



- Hair Salon 3D A hair salon game with hair cutting, painting and care. Cutting mechanics in 3D is very unique here. Also this game made its own crowd organically.
 - <u>Hair Salon | TikTok</u>
 - Hair Salon 3D | App Store



- Twist It!! Rope twisting/matching puzzle game. Its a fun looking mechanics and of the good example of my rope mechanics experiment.
 - <u>Twist It!! | App Store</u>



- Climber Kitty An interesting puzzle game. The kitty tries to go to end of the pipe and you should change the perspective of the game to open the kitty's road.
 - <u>Climber Kitty | App Store</u>



- Ball Guy Its a stacking add/sub/divide/multiply runner game. Player's body's builded by balls and animations plays according to your preserved or lost body parts.
 - <u>Ball Guy | App Store</u>

Game Jams & Hackatons

• I attended several GGJs

- 2017: <u>UFO Skipper | Global Game Jam</u>
- 2018: Equality | Global Game Jam
- 2019: <u>Home is a Friend | Global Game Jam</u>
- 2023: Human Plantation | Global Game Jam
- I earned prizes in several competitions
 - 2019 Developer Circles from Facebook Community Challenge MENA
 - 2019 Developer Circles from Facebook Community Challenge Devpost
 - Hungry Heads | Devpost
 - 2019 Educathon Third Place with an AR game called «Polygonia»
 - Games/Polygonia (kibibytegames.com)
 - 2022 TechCamp We got funding from US Embassy Ankara
 - <u>TechCamp Editor Newbie</u>
 - Editor Newbie (itch.io)
- I also attended several other game jams
 - Art Jam 2019 <u>Deadline (itch.io)</u>
 - BUG Fall Jam 2018 <u>Where's My Cargo? (itch.io)</u>
 - BUG Spring Jam 2019 <u>Cloudy Google Play</u>



I worked for My Liaison company which is focused on entertainment business. I experienced VR and AR app developments for mobile with Unity. Some of my works are here:

- <u>EE 5G Best Seats in the House MyLiaison</u> In this commercials 5G tech advertised by one of the biggest mobile operator of the UK, EE. Kevin Bacon is the face of the ad. In this add there are some VR and AR apps that broadcasting FA Cup Final live. I developed all the apps in the ad and they recorded in real time during the FA Cup Final.
- <u>EE 5G Live AR MyLiaison</u> Another 5G ad for EE. While I was focusing other works during this ad development I had a consuler role in this project.
- <u>Visit Belfast MyLiaison</u> This event app brought 360 video experience to AR for Belfast Tourism ad campaign. In the event you walked through each door to experience a different history. Additionally we added photo shooting in this app for green screen. So, when you take photo front a green curtain you could set the bg image one of Belfast's view.
- <u>British Heart Foundation AR East City Films</u> I did this project for British Heart Foundation to emphasize the air pollution in UK. Image tracking, various animation transitions, 2D cut-out video, slider controller particle and animation system used.
- Byron Katie VR Google Play A mobile VR experience with the life-coach author Byron Katie.

My Master Thesis

I studied Game Design Master program at Bahçeşehir University. In the last year of my studies I wrote my thesis:

«Experimenting Casually: Potentials of Hyper-Casual Games»

Author: Mehmet Onur Kalkan

Supervisor: Assoc. Prof. Diğdem Sezen

This research aims to look at the brief history of hyper-casual games and discuss their key design features, popular mechanics, monetization models, and potentials through a selection of critically acclaimed hyper-casual games.

Thesis Number: 729133

<u>Ulusal Tez Merkezi | Anasayfa (yok.gov.tr)</u>



Thank You

