

ALP ALKIM

Unity Game Developer specializing in puzzle and systemic gameplay

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PROFILE

Builds mobile puzzle experiences focused on solver-aware content, readable UX, and daily retention loops. Enjoys turning compact rulesets into polished gameplay systems that stay elegant under real product constraints.

FEATURED PROJECT

Colorful Words: Reveal Puzzle | iOS

Mobile word-puzzle project designed around short sessions, board clarity, and satisfying reveal moments. Focused on puzzle generation, system readability, and repeat-friendly progression structure.

CORE STRENGTHS

- â€¢ Puzzle logic and constraint-driven gameplay systems
- â€¢ Procedural generation with solver-aware validation
- â€¢ Daily puzzle systems and streak-friendly retention loops
- â€¢ Mobile UX polish, readability, and performance-minded implementation

TOOLS & TECHNOLOGIES

Unity, C#, mobile optimization, UI motion, Firebase-ready integrations

WORKING STYLE

Starts from the rules, then the solver, then the presentation layer that makes the system feel alive. Aims for gameplay that is immediately readable, but deepens the longer a player stays with it.