

## Hamza Baran Genç

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### Education

**Istanbul Technical University**  
Computer Engineering Bachelor's Degree

Istanbul, Türkiye  
August 2019

**Vefa Lisesi**

Istanbul, Türkiye  
June 2015

### Experience

**Lagot Games**

Istanbul, Türkiye

**Lead Game Developer / Co-Founder**

February 2021 – December 2024

- Developed over 60 game prototypes, managing **programming, game design, and visual design**
- Successfully launched 3 games, achieving over **4 million downloads globally**
- **Increased revenue by over 90%** by pivoting soft-launched games
- Created marketing creatives to achieve **low CPI metrics**
- Worked on **live ops** for launched games
- **Optimized games** for low-end devices
- Developed and maintained company codebase for faster prototyping, **achieving 40% faster prototyping time**
- **Hired and onboarded new employees** while helping them adapt to the company
- **Formed and led tight-knit teams** that performed efficiently
- Coordinated contact with **external partners**

**Presto Games**

Istanbul, Türkiye

**Game Developer**

January 2020 – February 2021

- Developed over 15 hyper-casual prototypes, responsible with programming and game design
- Helped develop a successful launch, achieving over **1 million downloads globally**
- Helped develop company codebase, **improved code efficiency and readability**, contributing to smoother prototyping.

**Softtech**

Istanbul, Türkiye

**Software Developer**

August 2019 - November 2019

- Helped maintain codebase for one of the biggest banks in Türkiye
- **Reduced check problems by 20%** through live solutions like automated check validation.
- **Fixed legacy codebase** bugs and maintained positive client relations

### Portfolio

**Guns and Bounce**

March 2023 – November 2023

- **2.1 million downloads globally** across IOS & Android devices
- **99.4% crash free users** across IOS & Android devices
- **Increased average retention and playtime by 50%** with updates including; introducing a new gear area feature, improved visuals, bug fixes, increased performance

### Skills & Interests

**Technical:** Advanced in **Unity Engine, C#** and version control programs such as **Git**. Advanced understanding of **data structures**. Basic understanding of **Blender** and **Adobe** tools.

**Language:** Fluent in English, Turkish. Capable of understanding and forming simple sentences in Japanese

**Interests:** Emerging technologies, VR/AR development