



Yusuf Kerem Çalikoğlu

Product Manager



Work Experience



Co-Founder & CTO

Pixelized Studio

Sep 2020 - Feb 2023

- Planning and implementing strategies to execute the company's vision and meet financial goals.
- Developing technical solutions and working with the development team to execute them.
- Managed over 40 game projects from start to finish as a Product Manager.
- Generating new game ideas and working with game designers to develop them.
- Think creatively for new business opportunities to bring new revenue streams and ways to monetize the company's products.
- Creating game design documents and pitch decks to propose to publishing companies and investors.
- Forming partnerships with external companies to support the growth of the business.
- Furthermore, I contributed to the game projects as a developer, coding features in C# and Unity

I had significant supervisory and managerial responsibilities, overseeing a team of 12 employees, including developers, designers, and artists, and ensuring the successful delivery of projects and the quality of the final product. I had to make sure that the team work was well going with every step of the project. I was responsible for making sure that the company's vision was on track, the financial goals were met and constantly seeking new ways of revenue and growth.

pixelizedstudio.com

Portfolio Link

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Technical Skills

- C#, Python, Javascript
- Unity Engine
- Object Oriented Programming
- Data science

Professional Skills

- Entrepreneurial Mindset
- Product Management
- Team Management
- Data science
- Business Development
- Agile Development
- Sales Abilities
- Networking Abilities
- Decision Making

Work Experience



Europe Youth Envoy

ITU (International Telecommunication Union)

Dec 2020 - Current

As a Europe Youth Envoy at ITU, I was responsible for:

- Creating a declaration that represents the voice of youth on digital transformation
- Attending global scale events as an ITU Delegation
- Spreading awareness to youth about the UN's SDGs
- Directly working and partnering with young leaders from around the world
- Developing youth-focused activities and programs aligned with ITU's objectives and goals

As a Europe Youth Envoy at ITU, I gained valuable experiences in international and intercultural communication, project management, and advocacy for youth in the digital transformation space.



AI Instructor & CS:50 Translator

Kodluyoruz

Nov 2019 - Jan 2020

- I had the opportunity to collaborate with Harvard University to translate their entire CS:50 course to Turkish
- Enabling over 50,000 Turkish students to access Harvard-level quality education content for free.
- As an AI instructor, I taught courses in collaboration with my university club and Kodluyoruz.



Game Developer

Sinerjisoft

Feb 2020 - Sep 2020

- I was developing Hypercasual games using C# and Unity Engine
- I was responsible for the development of 5 games.

Languages

🇬🇧 English (full professional proficiency)

🇹🇷 Turkish (native)

🇩🇪 German (starter)

Creative Works

Music Production

- Released many songs over 30 platforms under the artist name "Sylent"

Personal Information

- Date of Birth: 01/11/2000
- Lives in Ankara, Turkey
- Nationality: Turkish
- Gender: Male

Education History



Computer Science Erasmus Exchange

Institution: THWS (Technical University of Applied Sciences Würzburg-Schweinfurt)

Mar 2022 - Oct 2022

- Exchange Erasmus Semester in Germany, Würzburg



Computer Science

Institution: Kırıkkale University

Sep 2018 - Current

- Computer Science B.S Student

Activities and Student Clubs:

For 2 years I was the President of a student club called "Yüksek Mühendislik Topluluğu". I organized coding classes that impacted over 100 students by gathering a team of skilled students, collaborating with top tech education organizations.



Game Booster Startup Accelerator Program

Google & Game Factory

Jan 2021 - Aug 2021

- Pixelized Studio was accepted into the Startup accelerator program run by Google and Game Factory. We were one of 14 teams accepted out of 360 who applied.
- We got mentorship and courses from industry leaders on subjects like Marketing, Game Industry, Product Management, Business Development.
- In addition, we were able to establish valuable connections with Founders, CEOs of successful companies, and Venture Capitalists.



Python, Algorithms and Machine Learning Bootcamp

Institution: Kodluyoruz

Nov 2020 - Feb 2019

- Microsoft supported Machine Learning Bootcamp

Events & Conferences



MISK Global Forum 2022

- Sponsored and selected by Misk Foundation
- I participated in the Misk Global Forum 2022 where change-makers and leaders from all over the world got together in Riyadh



GC Global Youth Summit

- Sponsored by GIZ (The Deutsche Gesellschaft für Internationale Zusammenarbeit)
- I participated in the first ITU Global Youth Summit with the German Delegation and as a representative for the Youth of Europe



Hyper Games Conference

- I was invited to a Game Industry Conference as a panelist for the subject "Overview of The Hypercasual Market In 2022"



Global Game Jam

- I was invited by The Game Circle to attend their Global Game Jam 2023 event as a mentor for the participant teams.



ITU Regional Innovation Forum For Europe

- I was invited to speak about my experiences as a young entrepreneur on the session: "Youth and Innovation"