

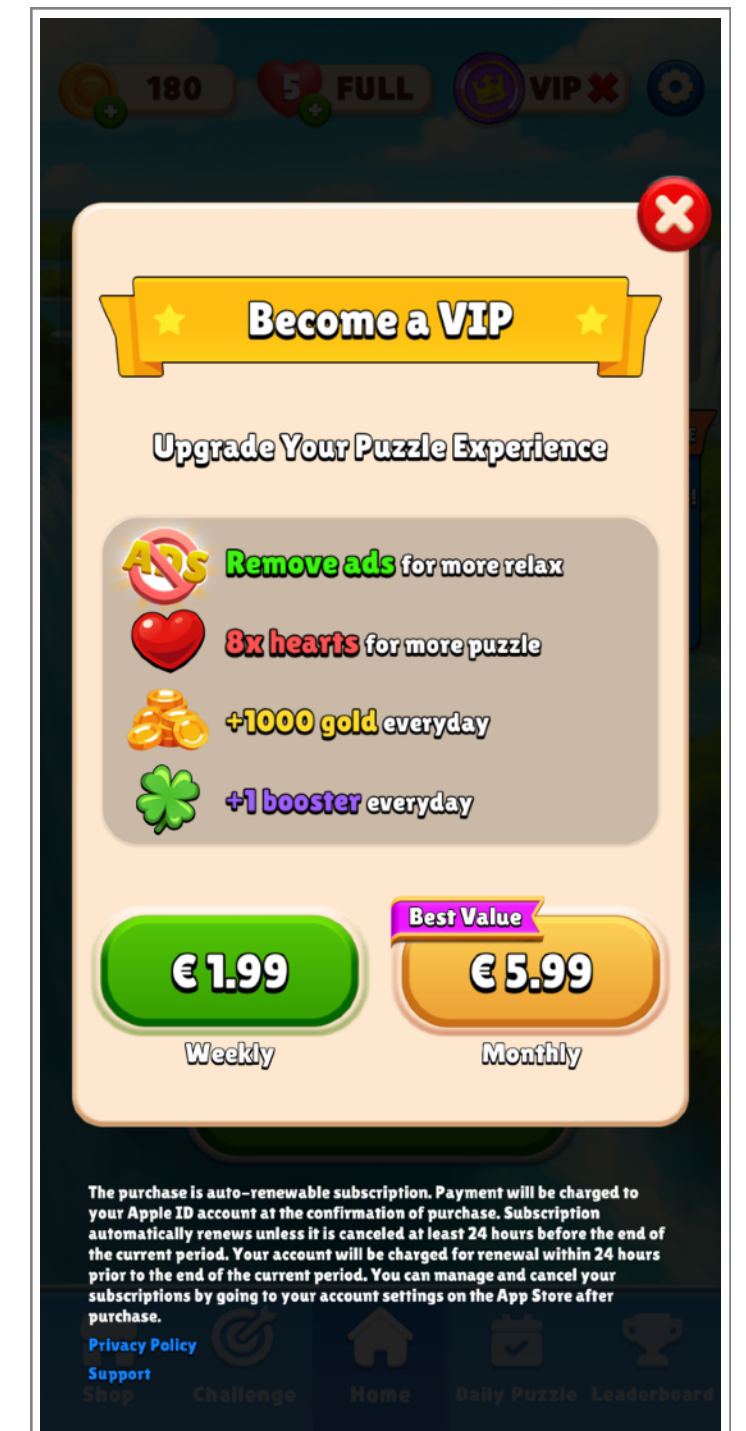
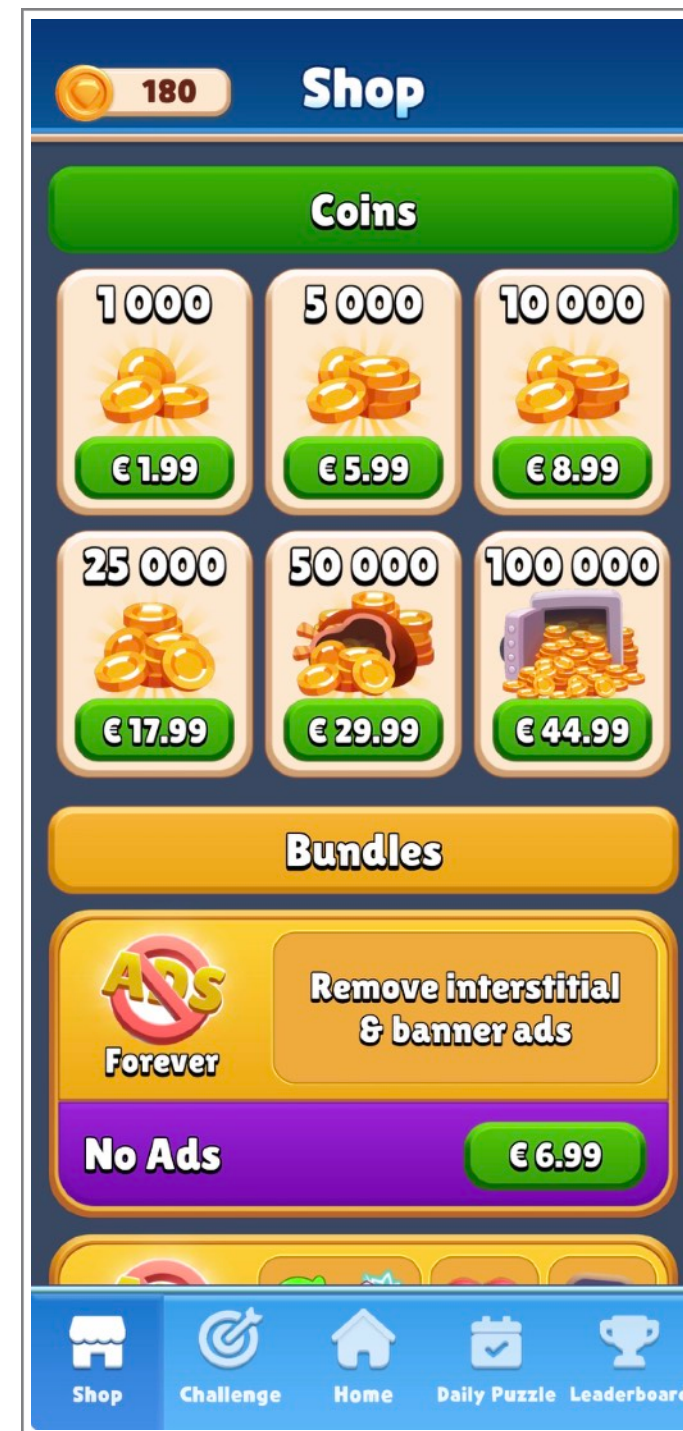
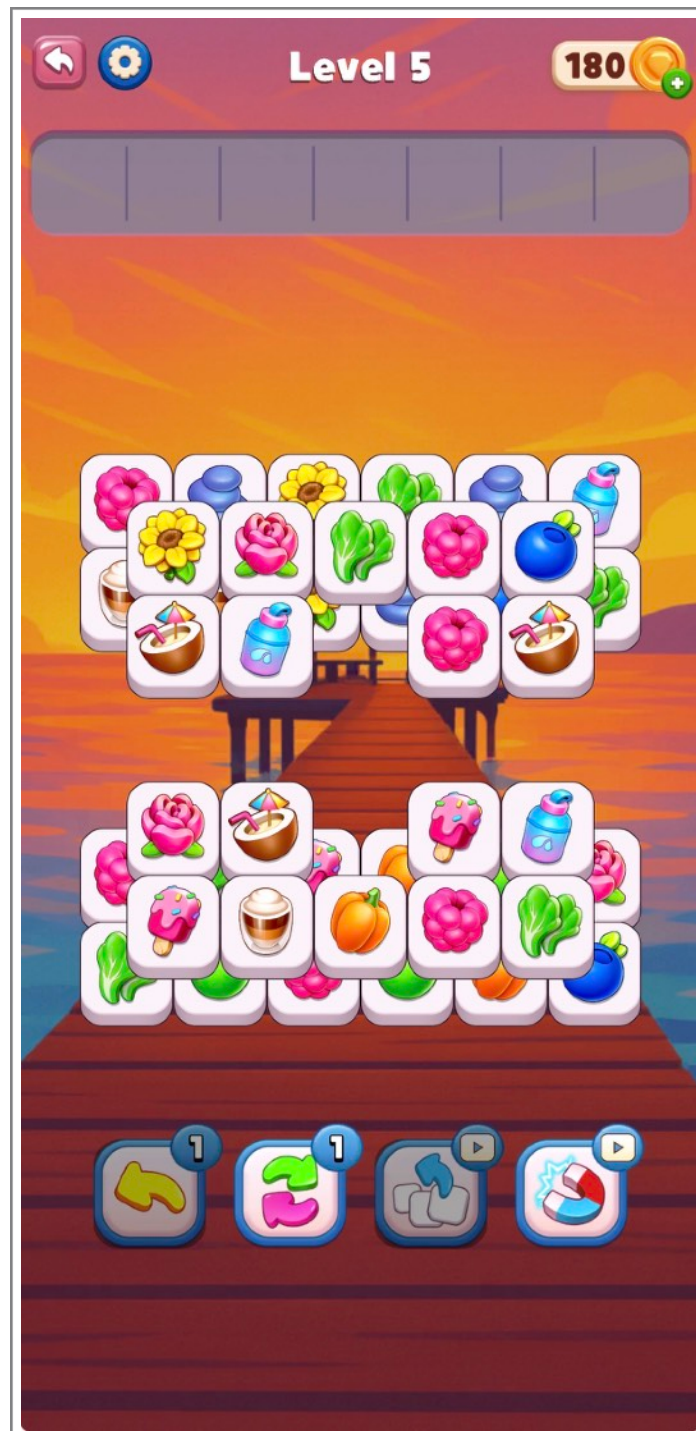


Hi, I'm Gökhan.

I developed Tile Aura as the **sole developer**, with my wife handling the design, and sold it after generating \$120K in revenue.

App Store: <https://apps.apple.com/us/app/tile-aura-relaxing-puzzle/id6478465839>

Google Play: <https://play.google.com/store/apps/details?id=com.forcegames.tiledreams>



I bootstrapped Trifles Games from zero to \$1M+ in revenue without any external VC or angel investment.



I personally coded most of these games myself, day and night. That's me on the right, still at it late at night in the office.



As a **solo founder**, I set up an office in Istanbul and had photos of the games we developed put up on the wall.

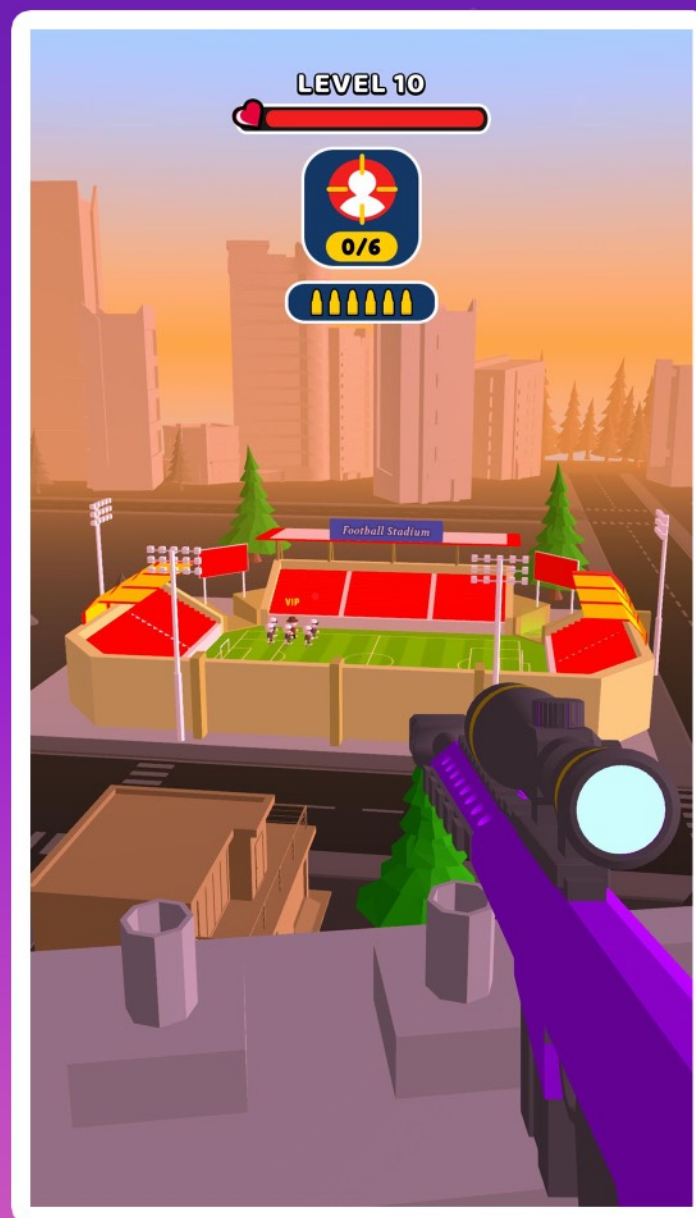
But...

Having an office didn't mean I sat back and played the boss. Just look at the photo below.



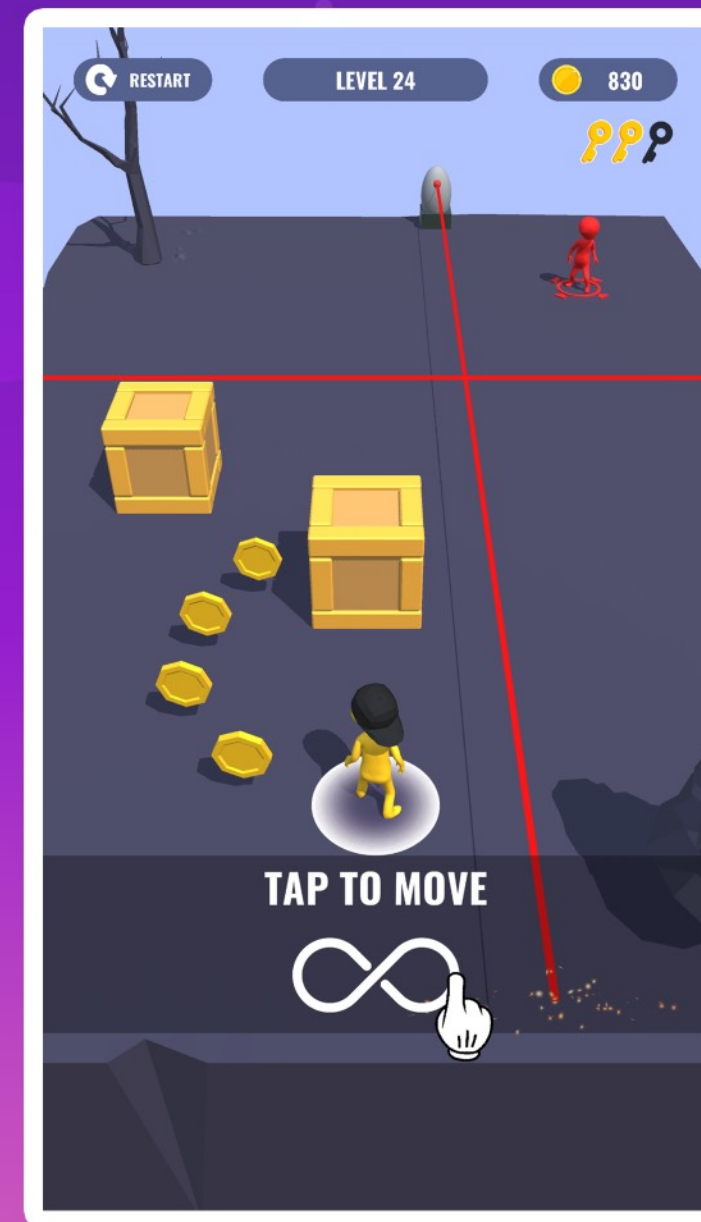
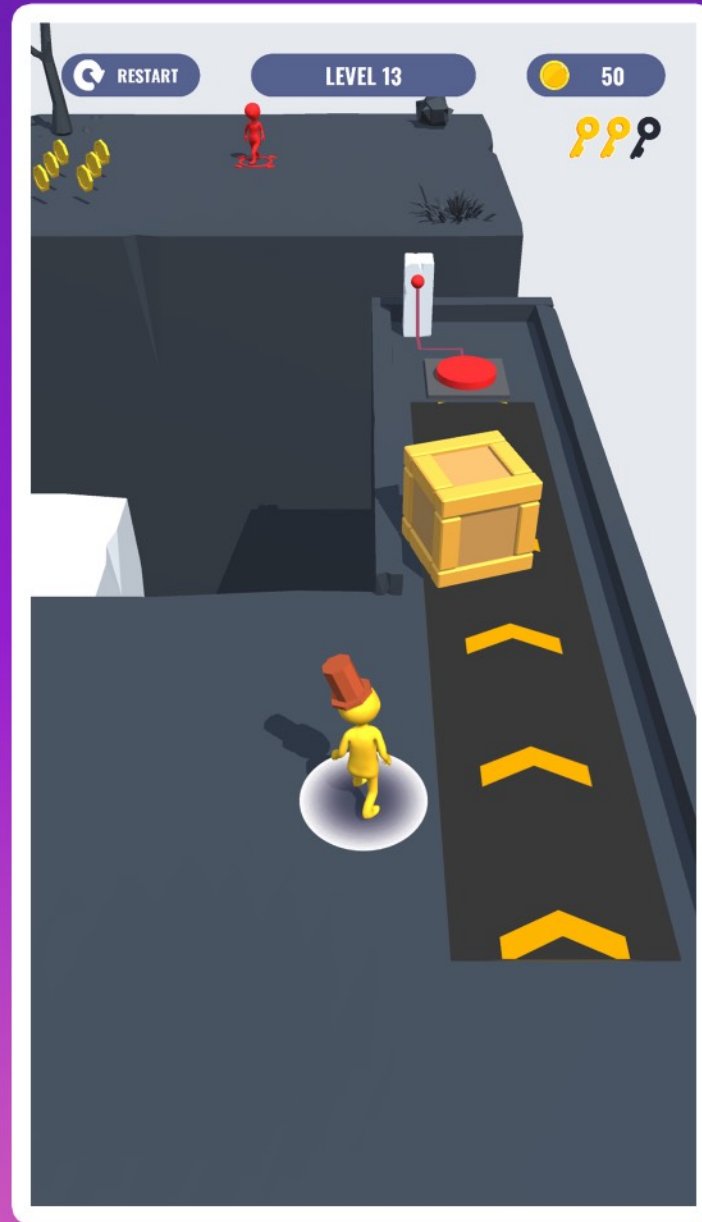
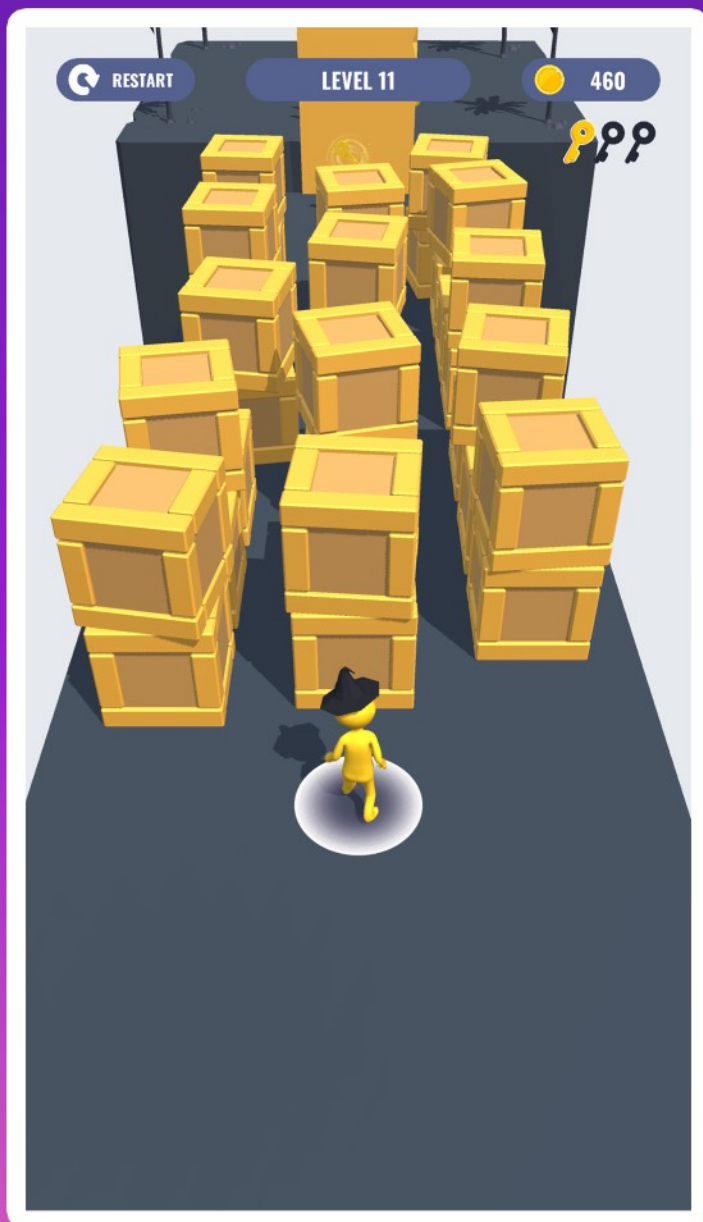


SNIPER CITY ATTACK!



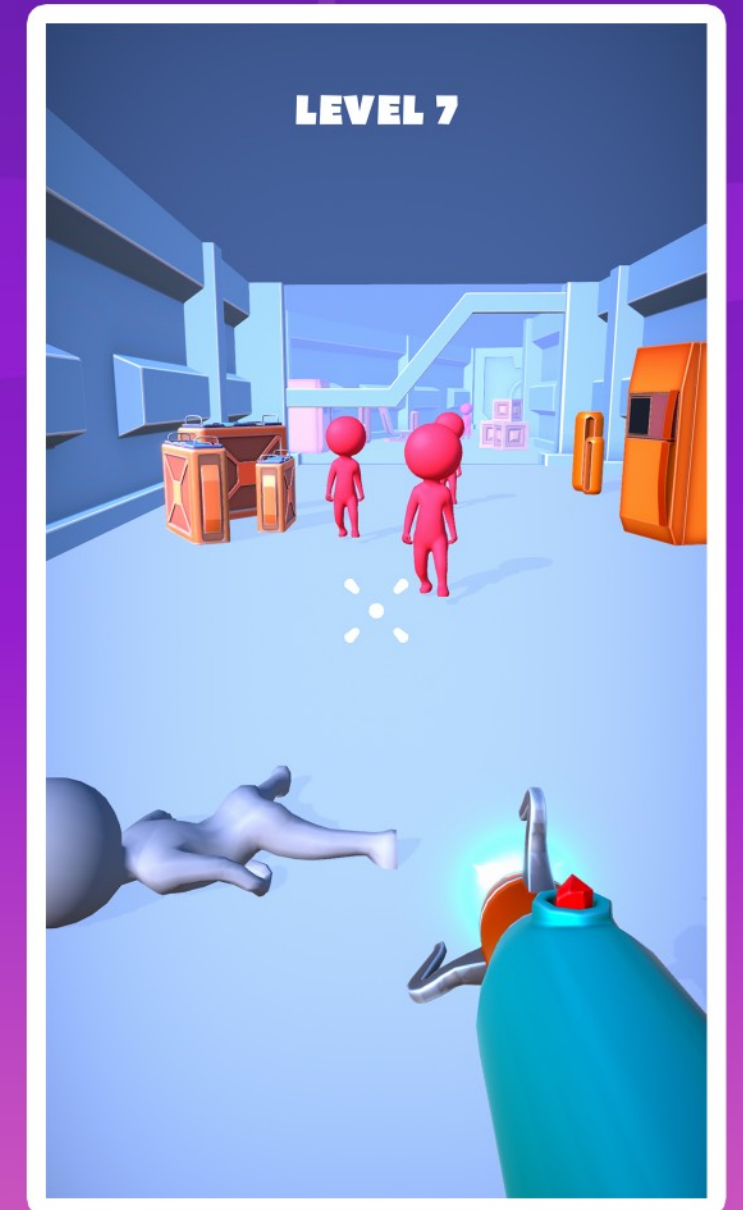
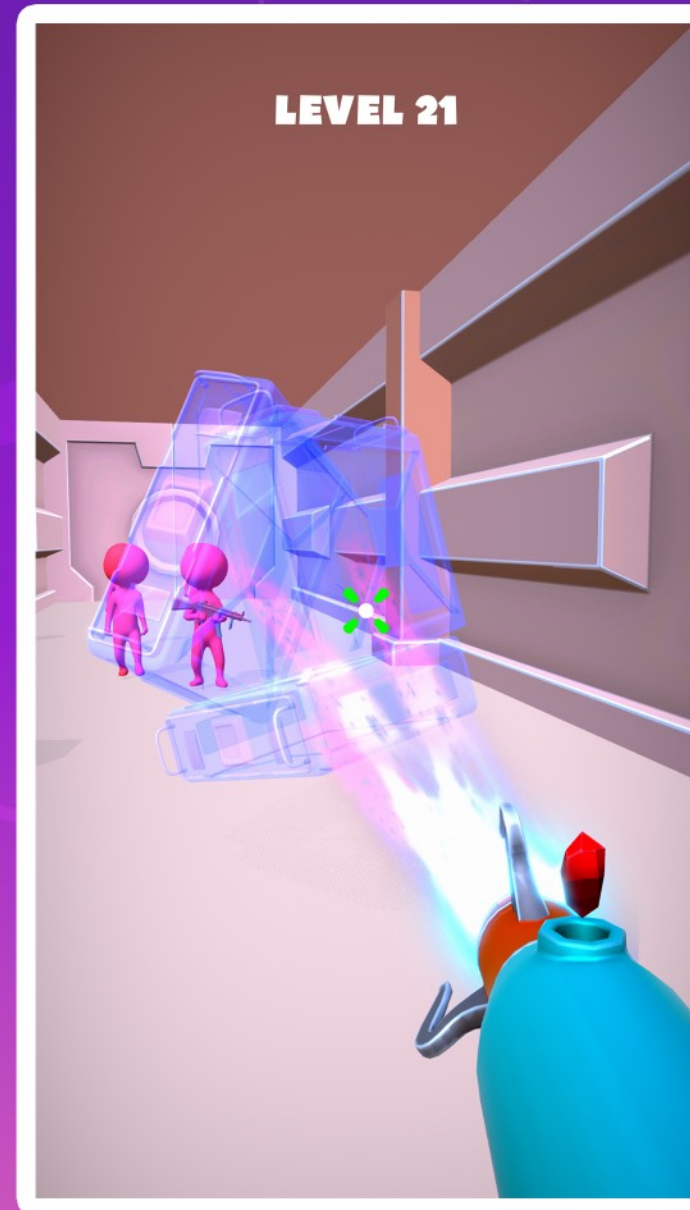
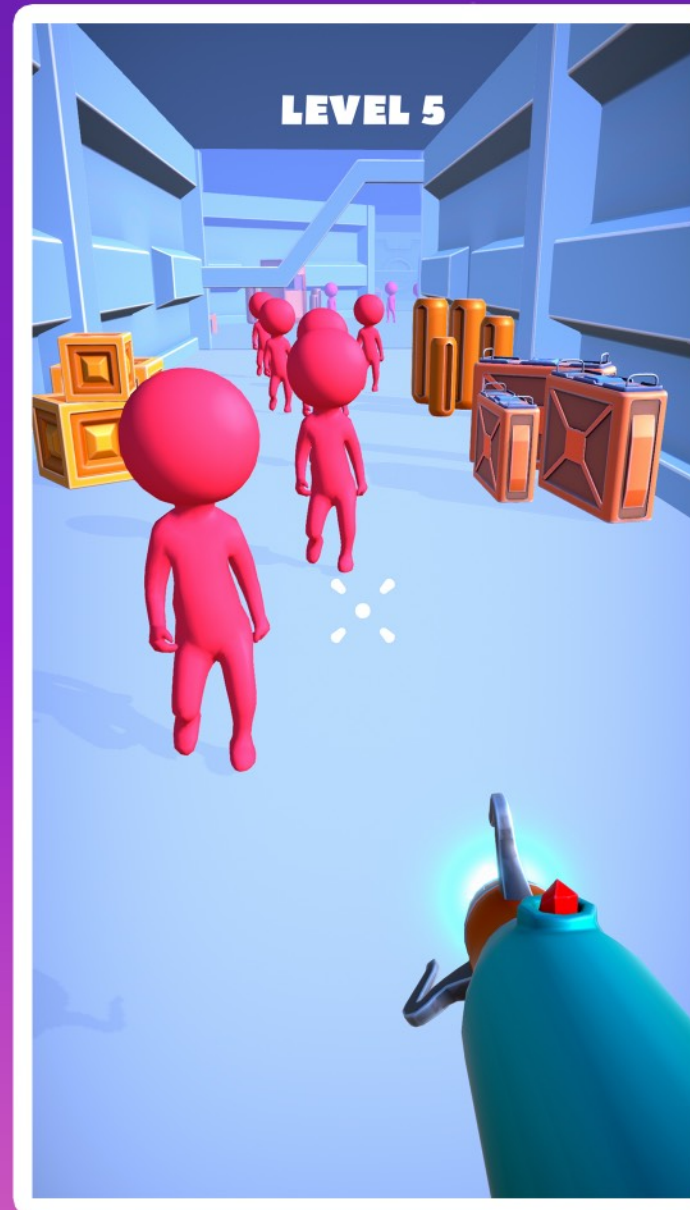


CATCH 'em ALL!



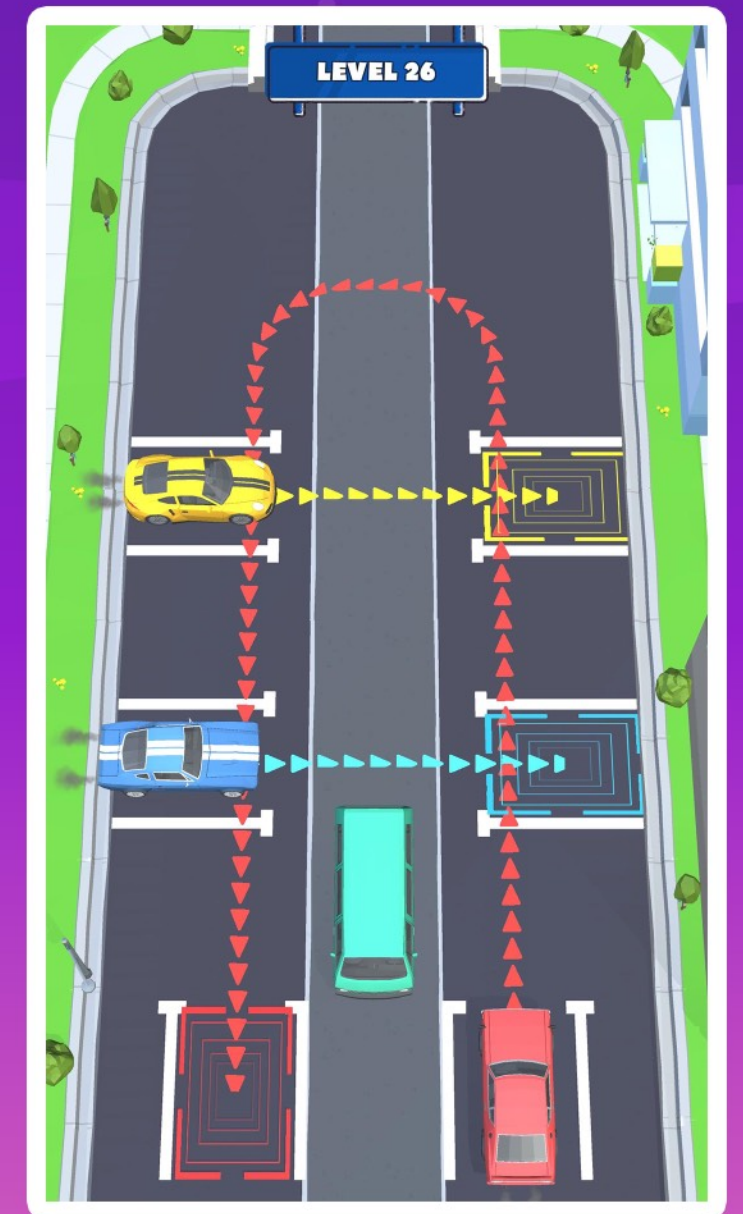
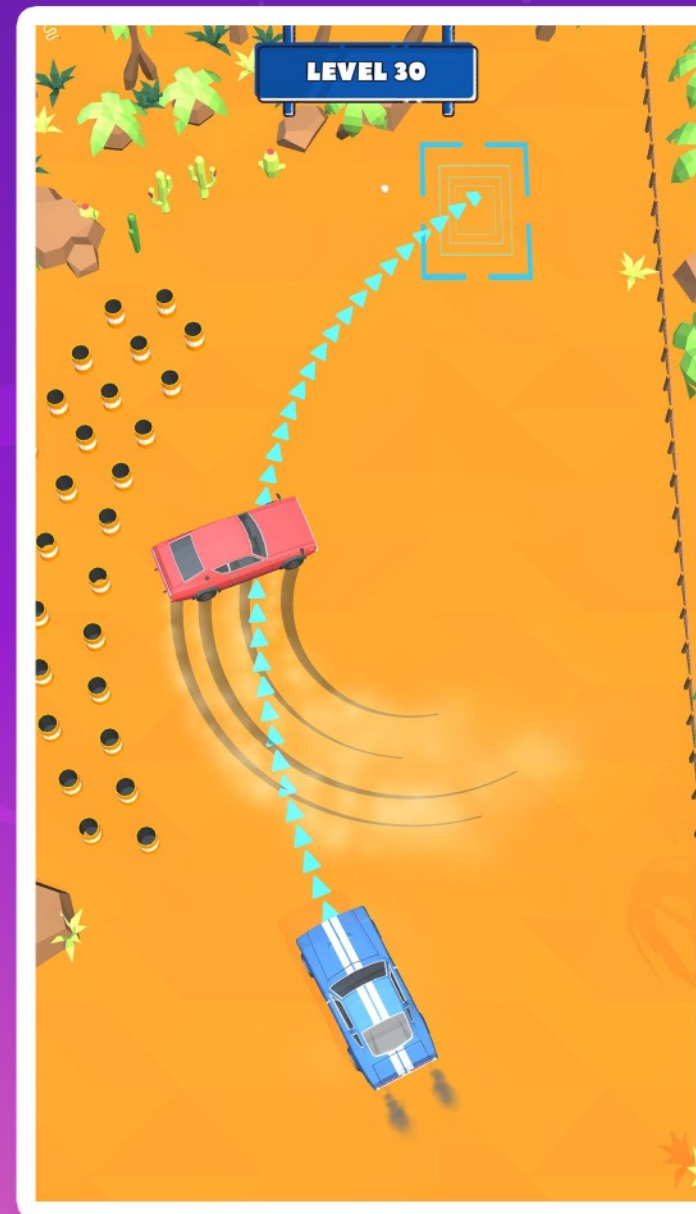
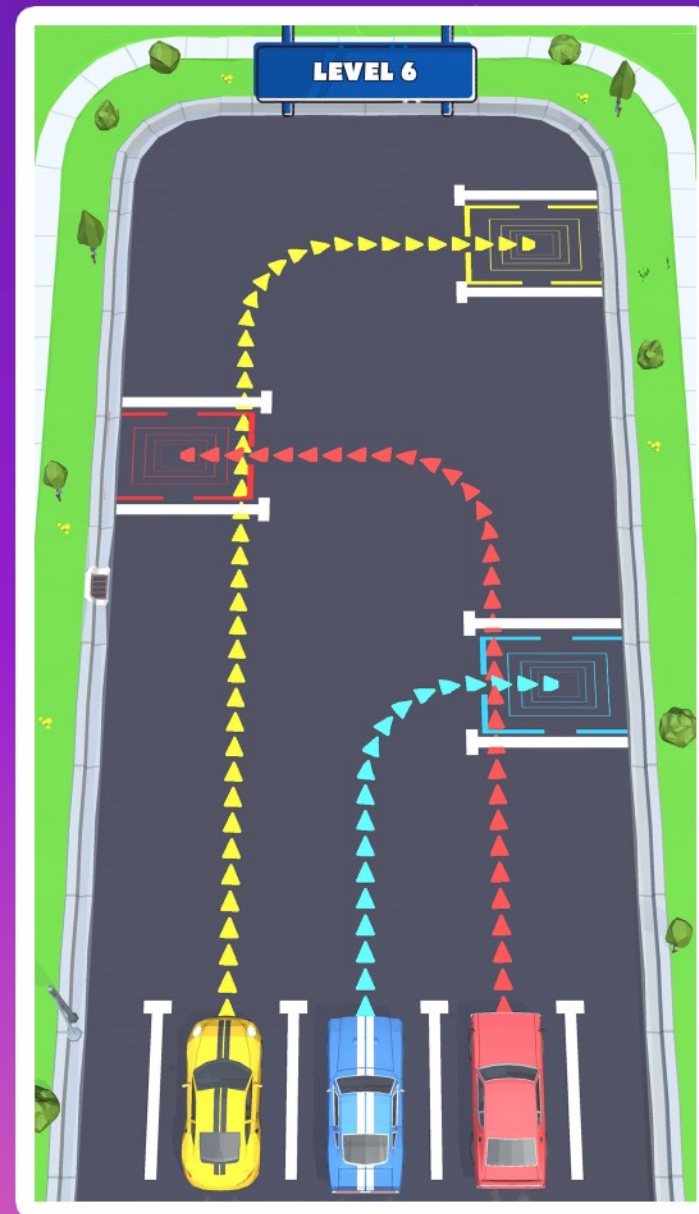
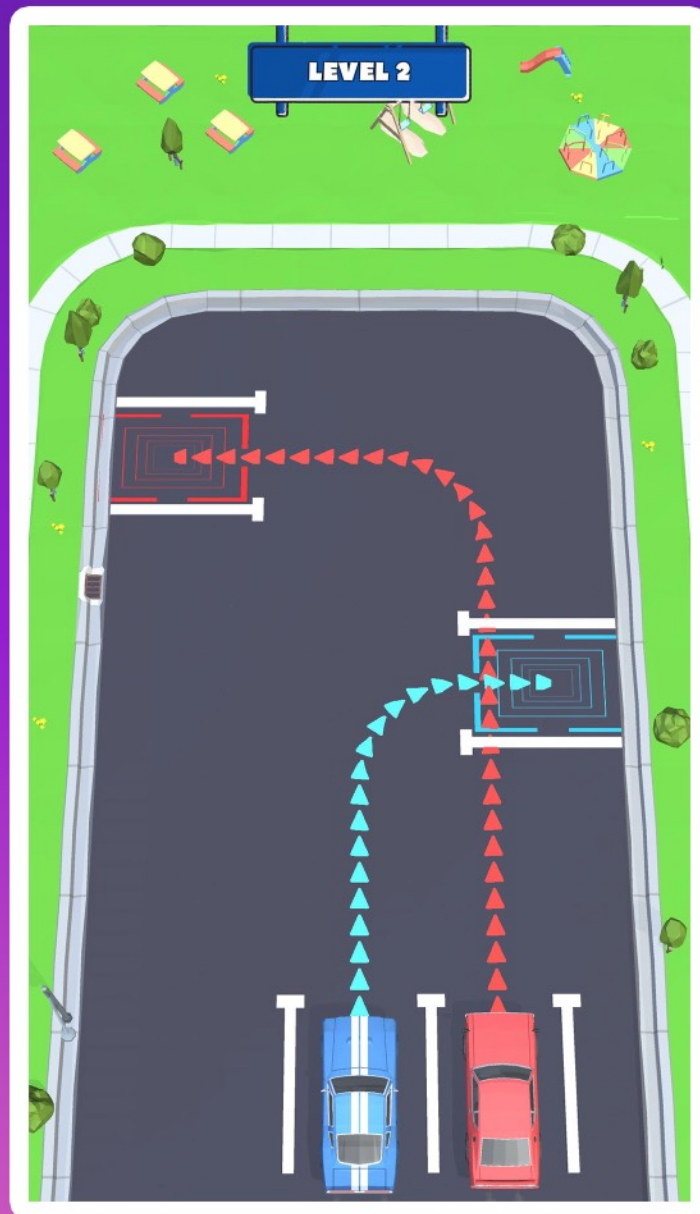


HOLD AND FORCE



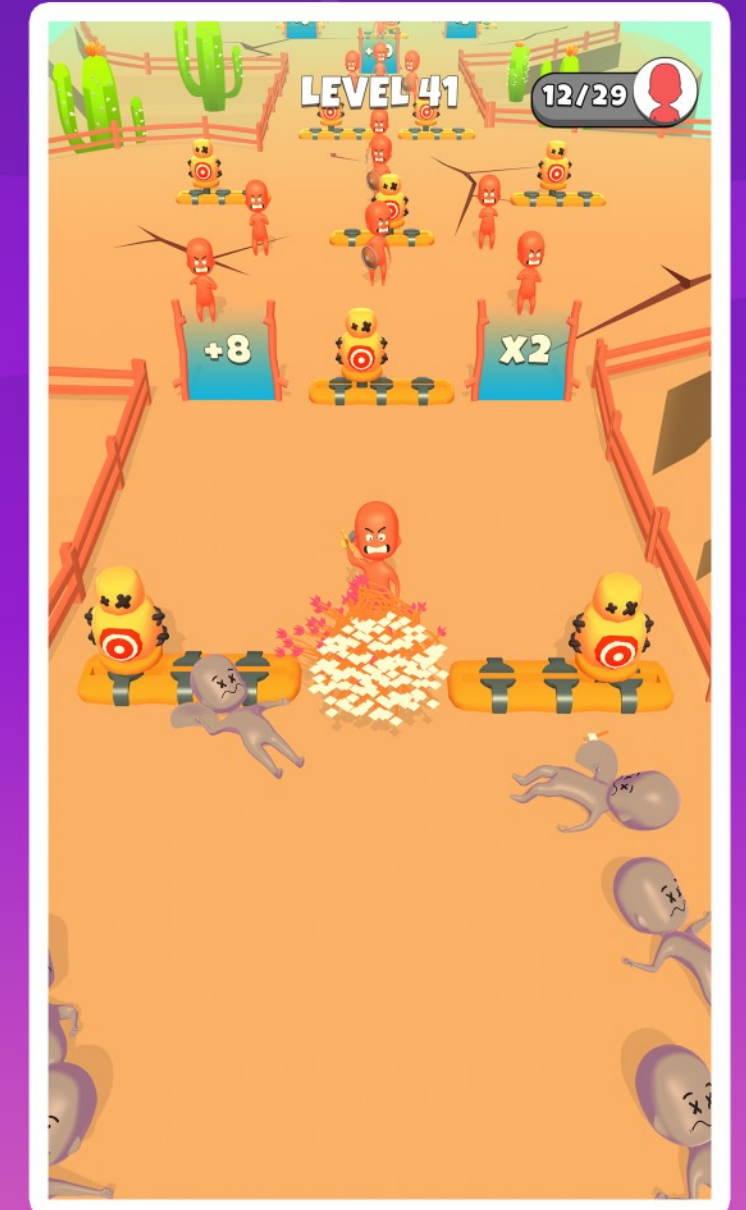
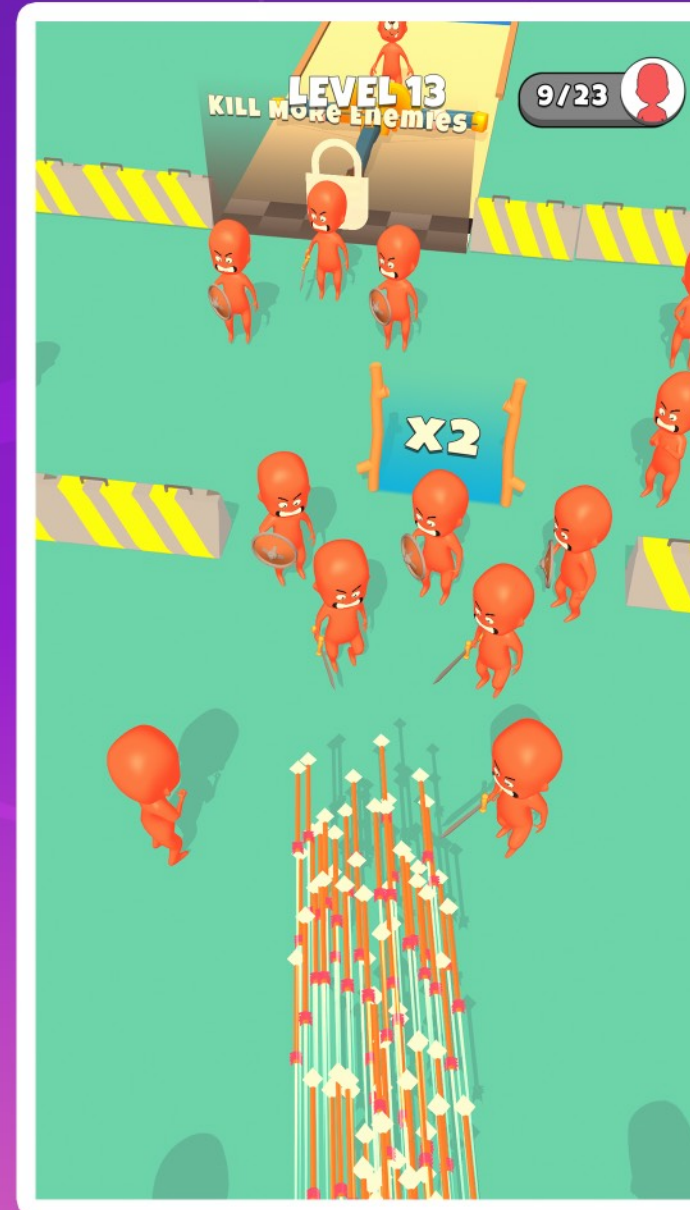
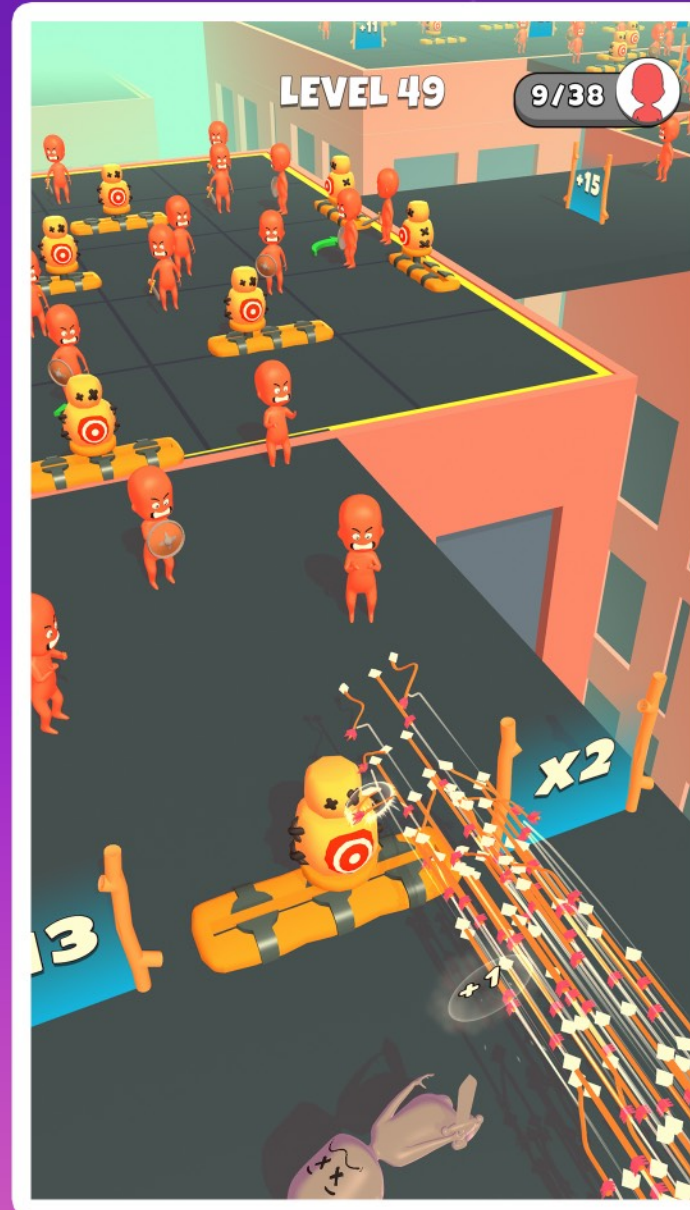
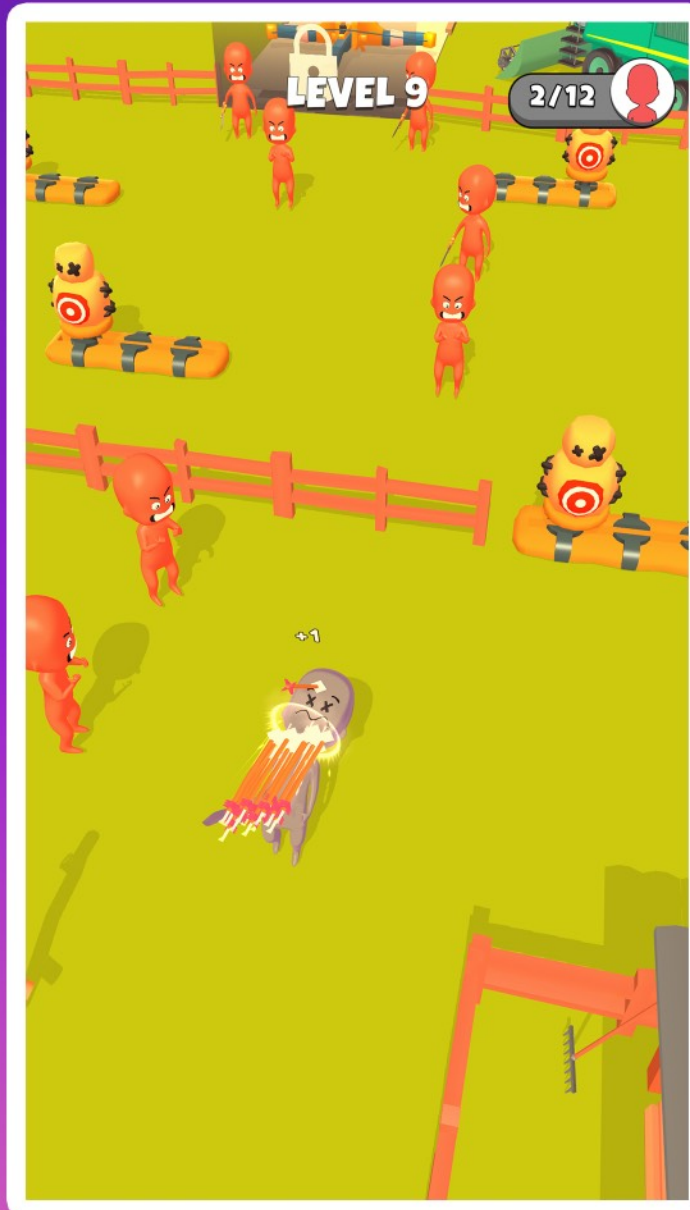


PARK PUZZLE 3D



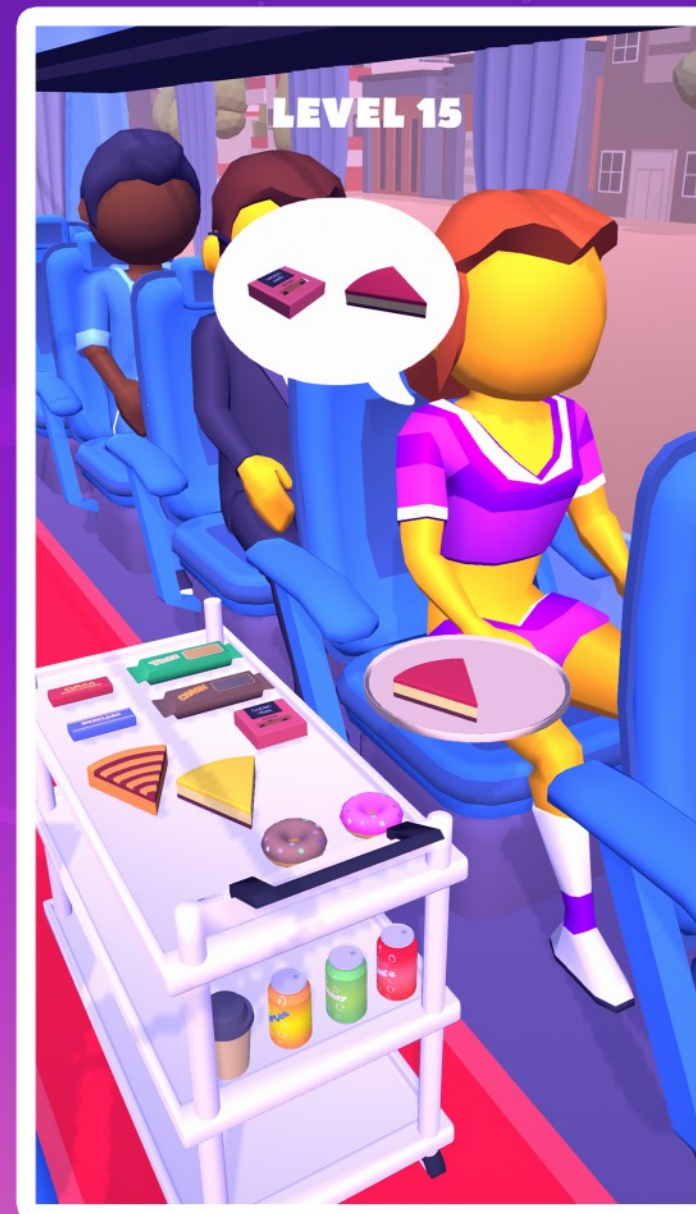
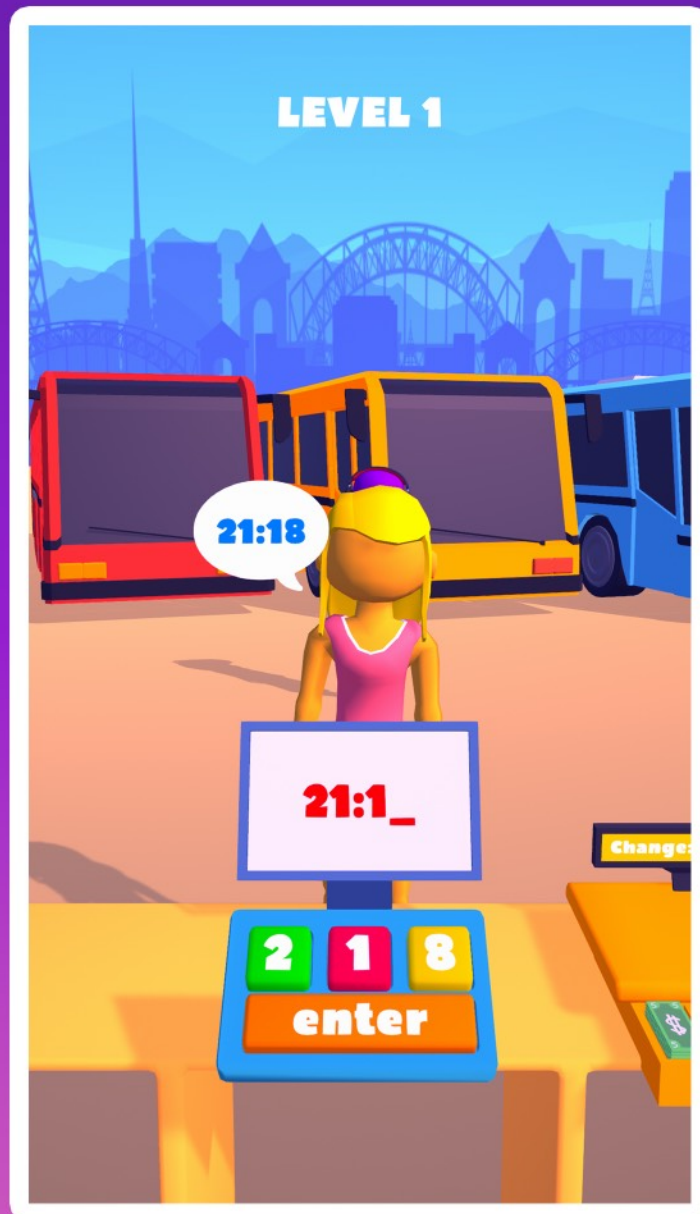


CRAZY ARROWS 3D



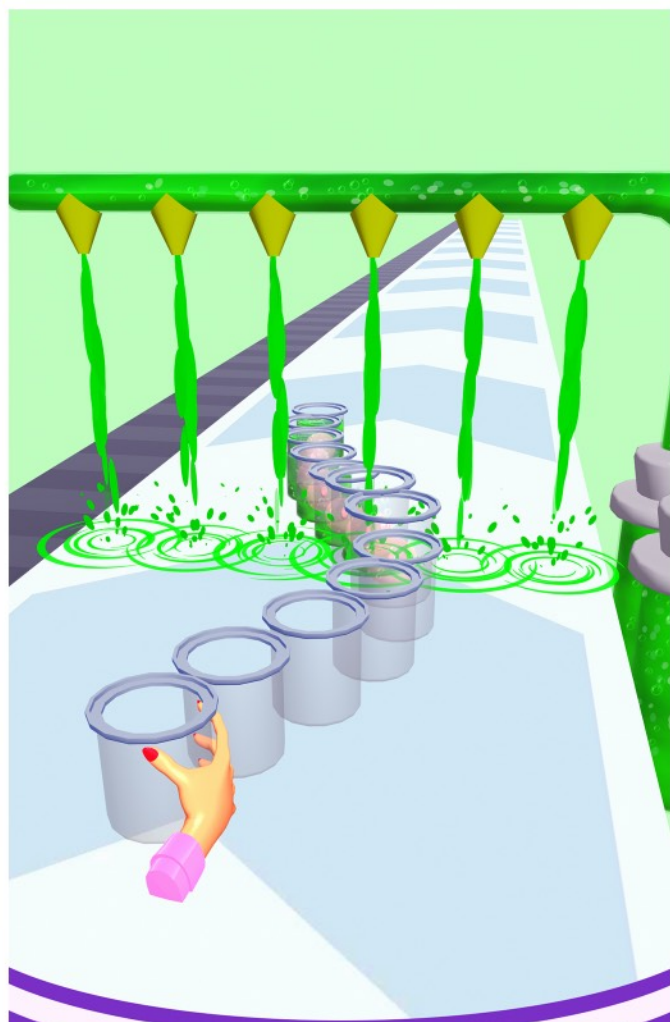


BUS SIMULATOR

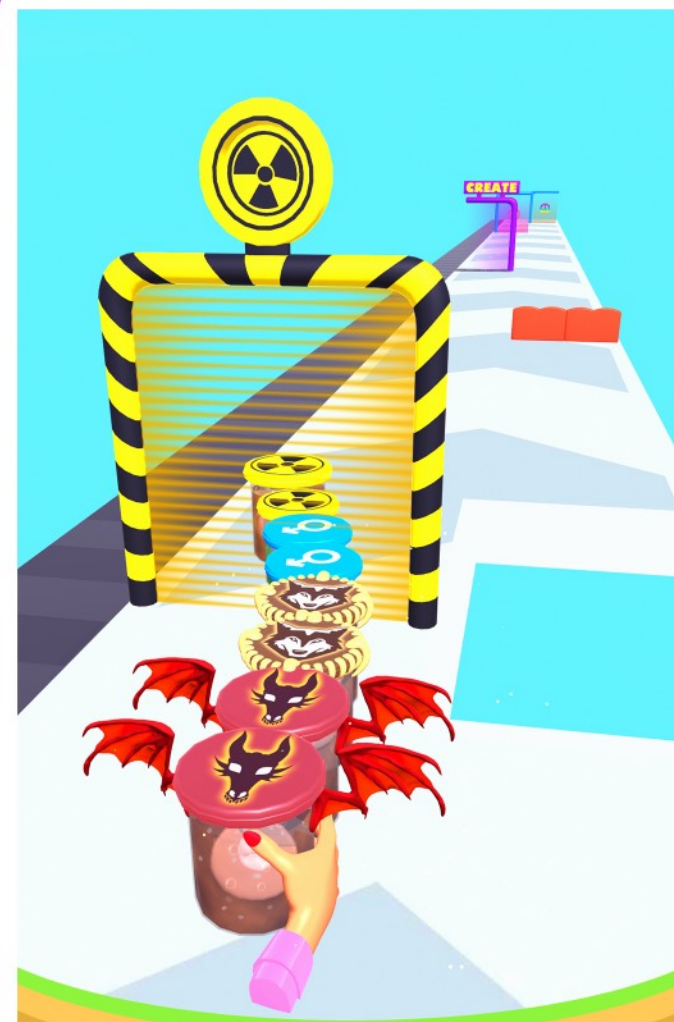




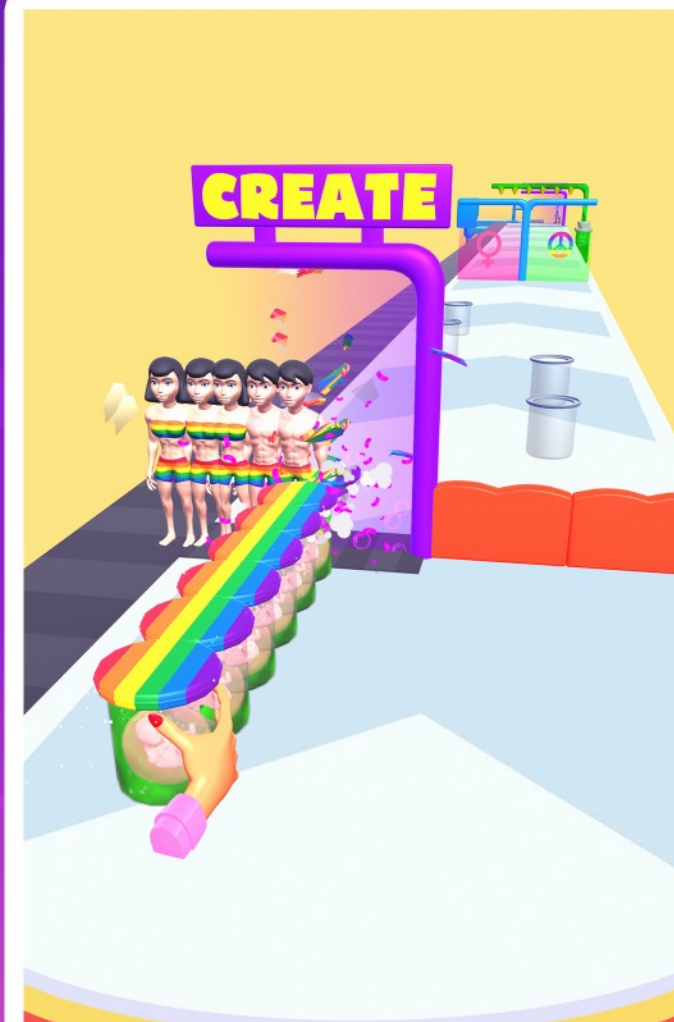
CLONE RUSH



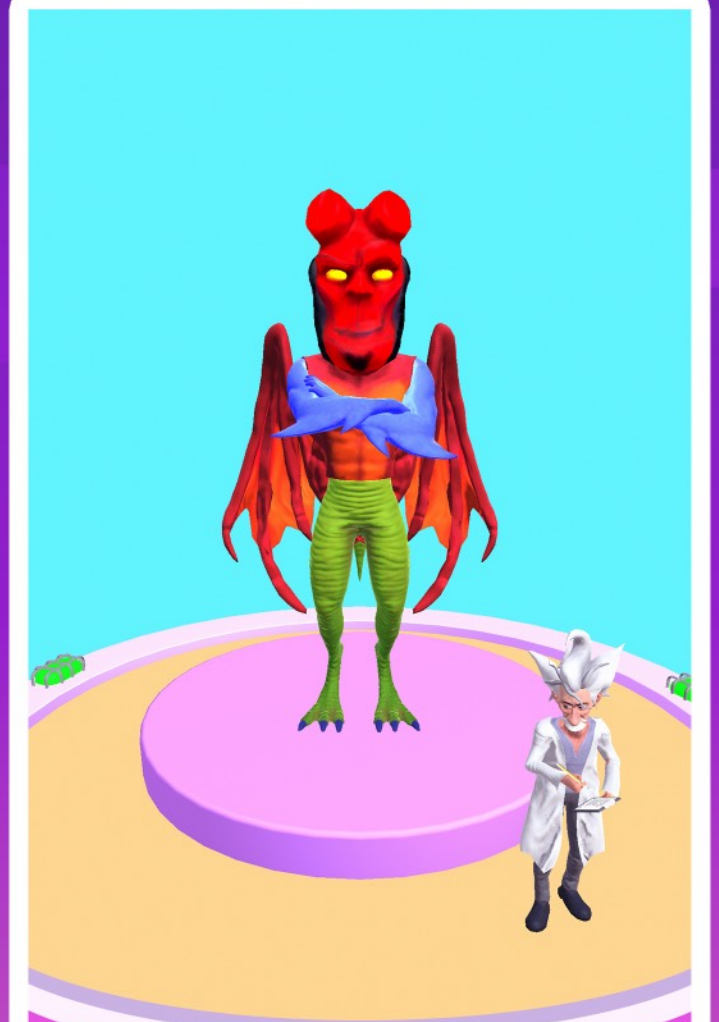
FILL THE JARS !



CHANGE THE CAPS !



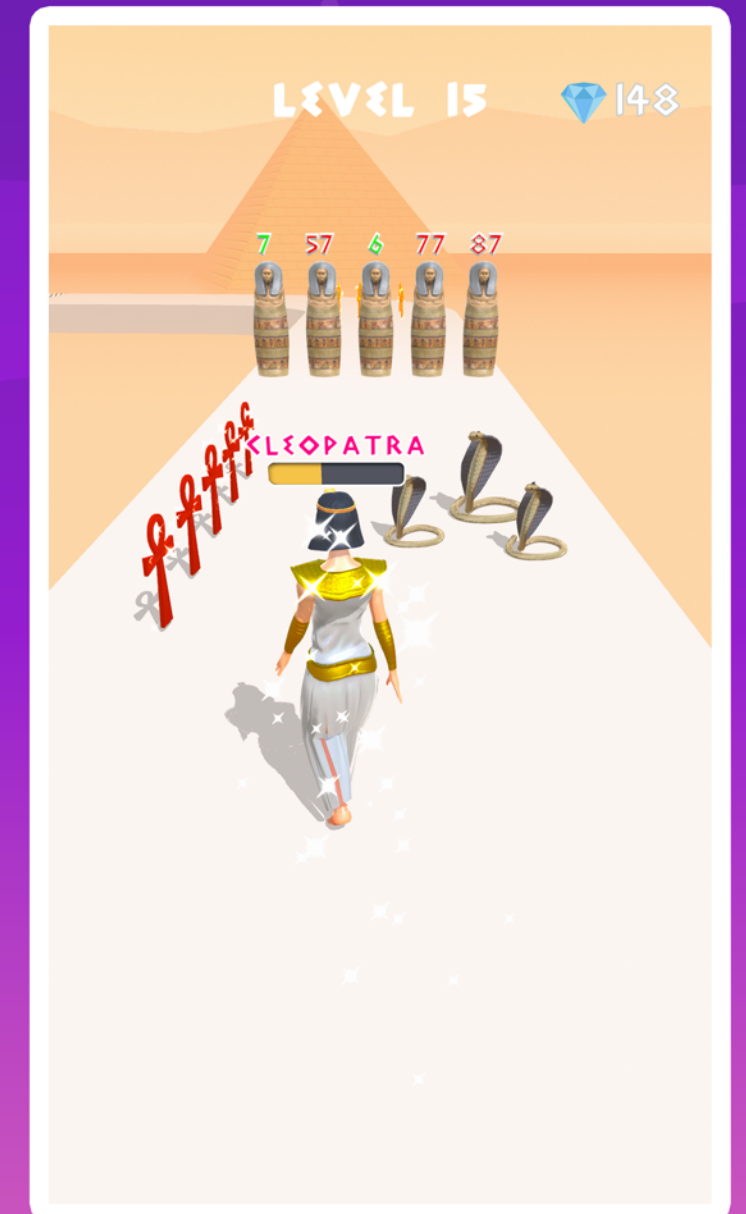
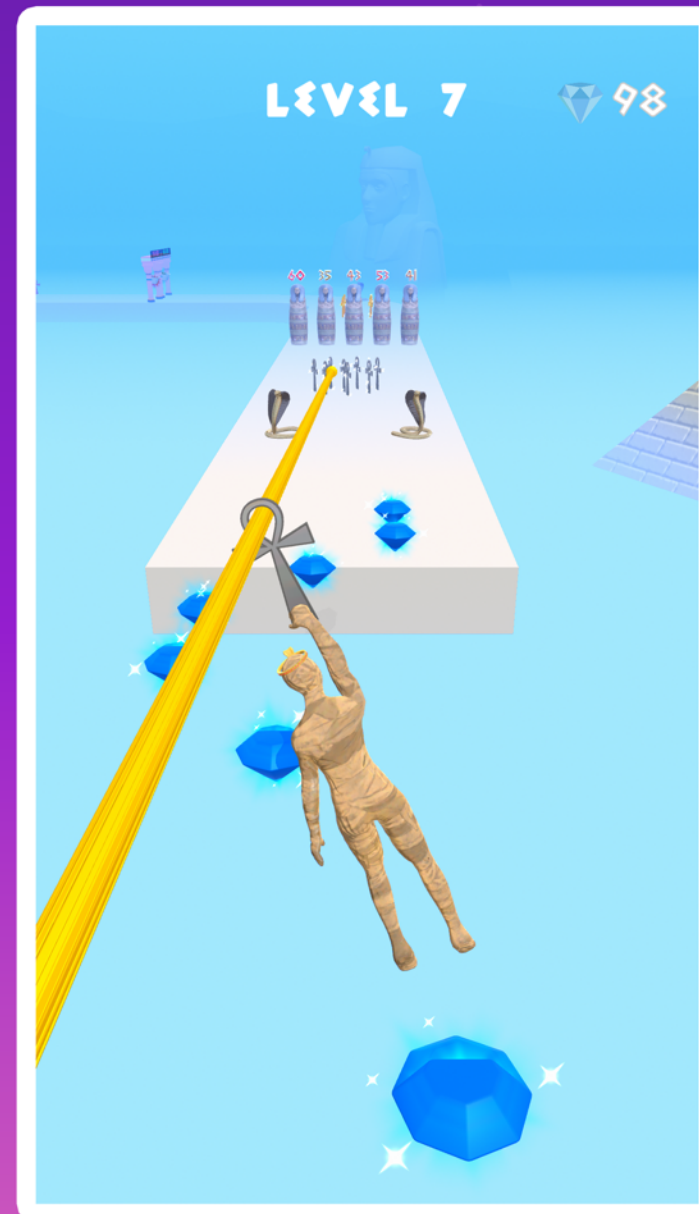
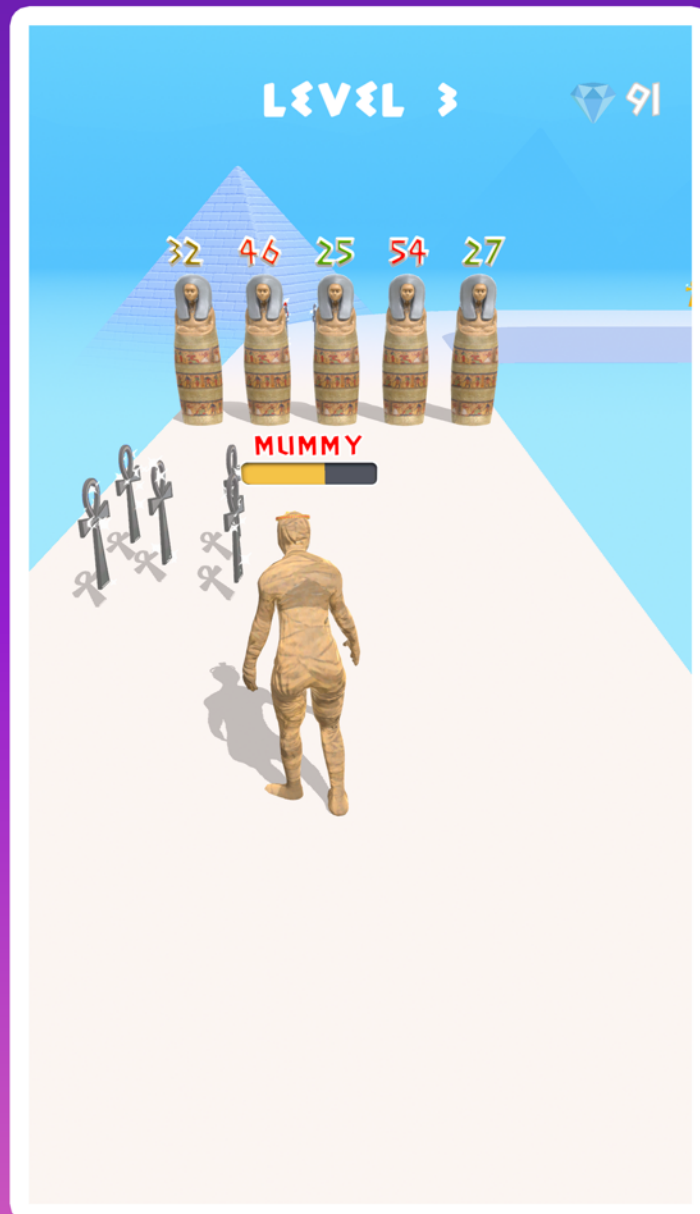
CREATE WEIRDOS !



ADOPT THEM !

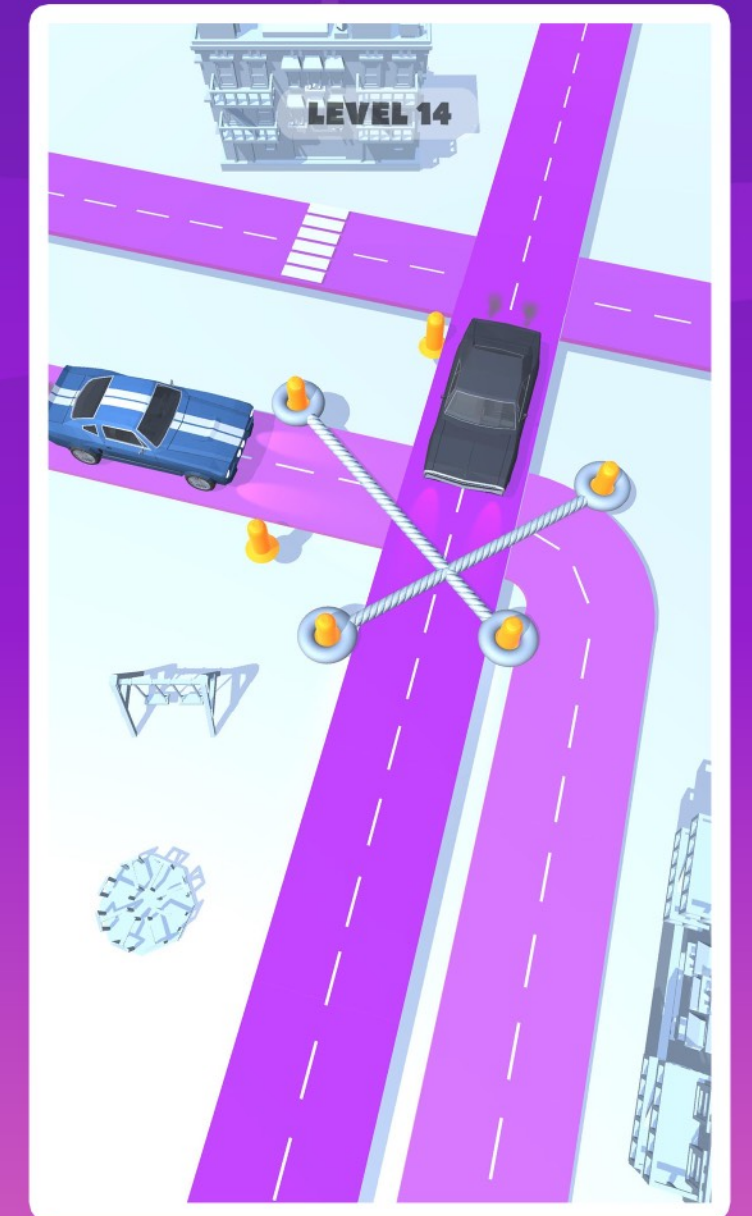
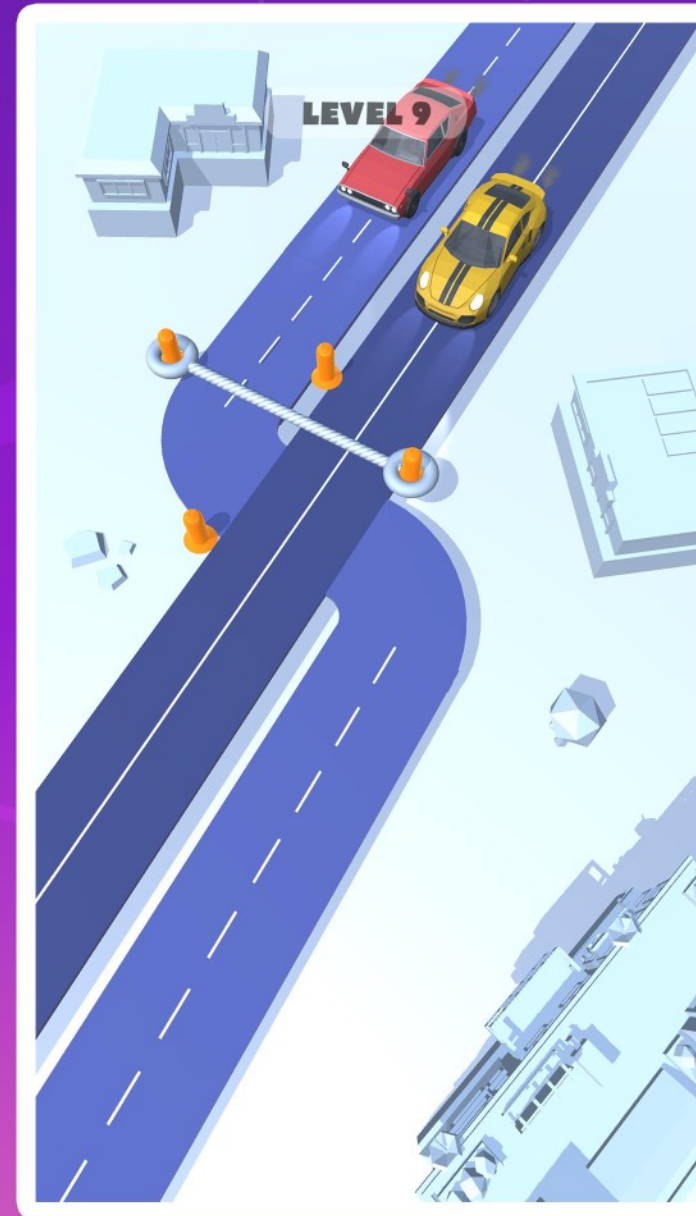
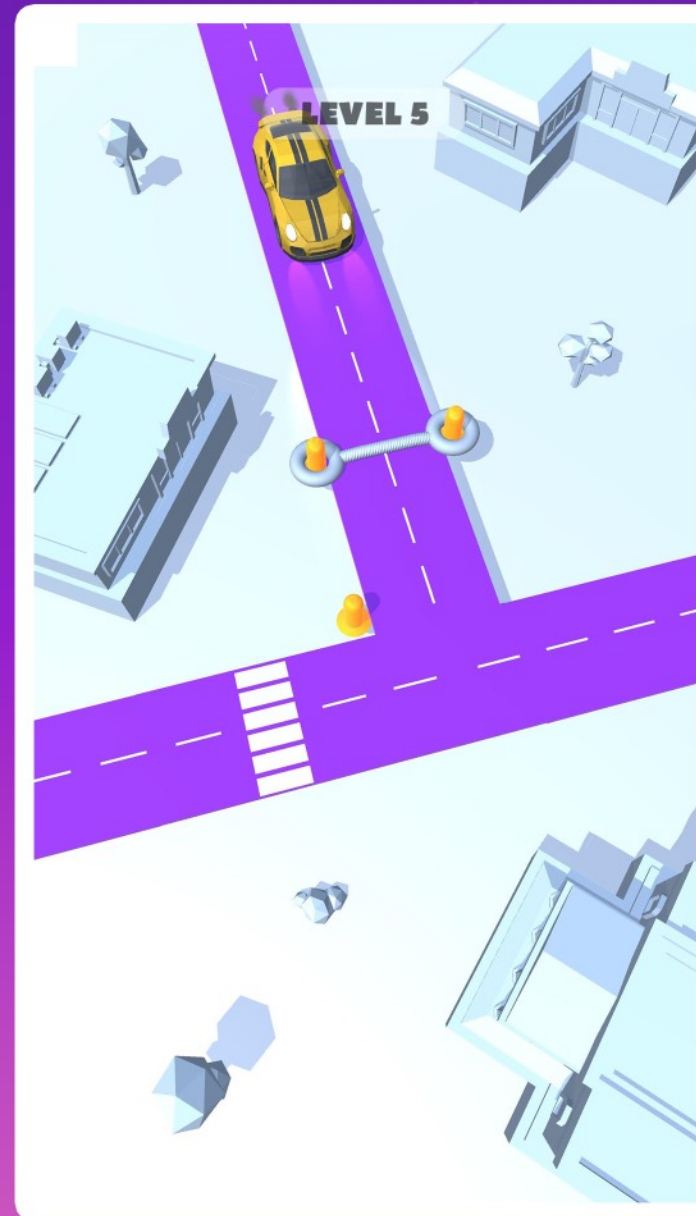
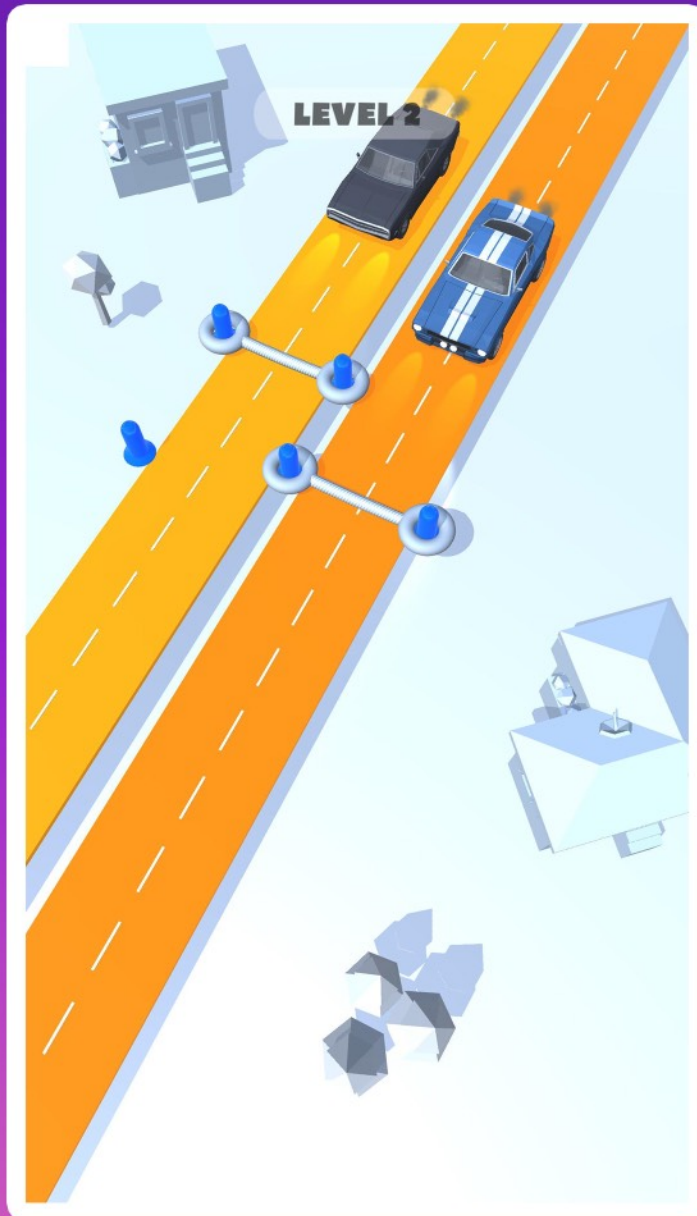


CLEOPATRA RUN





TRAFFIC ROPES





PIRATE RUN 3D

LEVEL 3



LEVEL 6



LEVEL 9

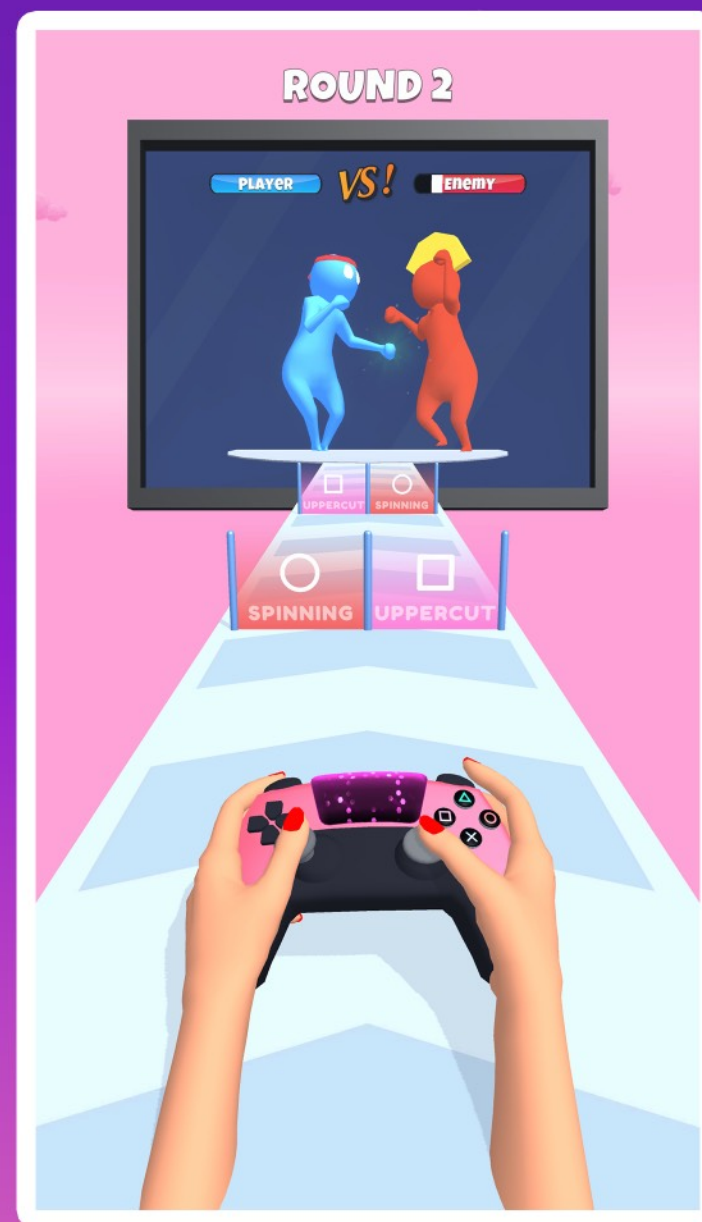
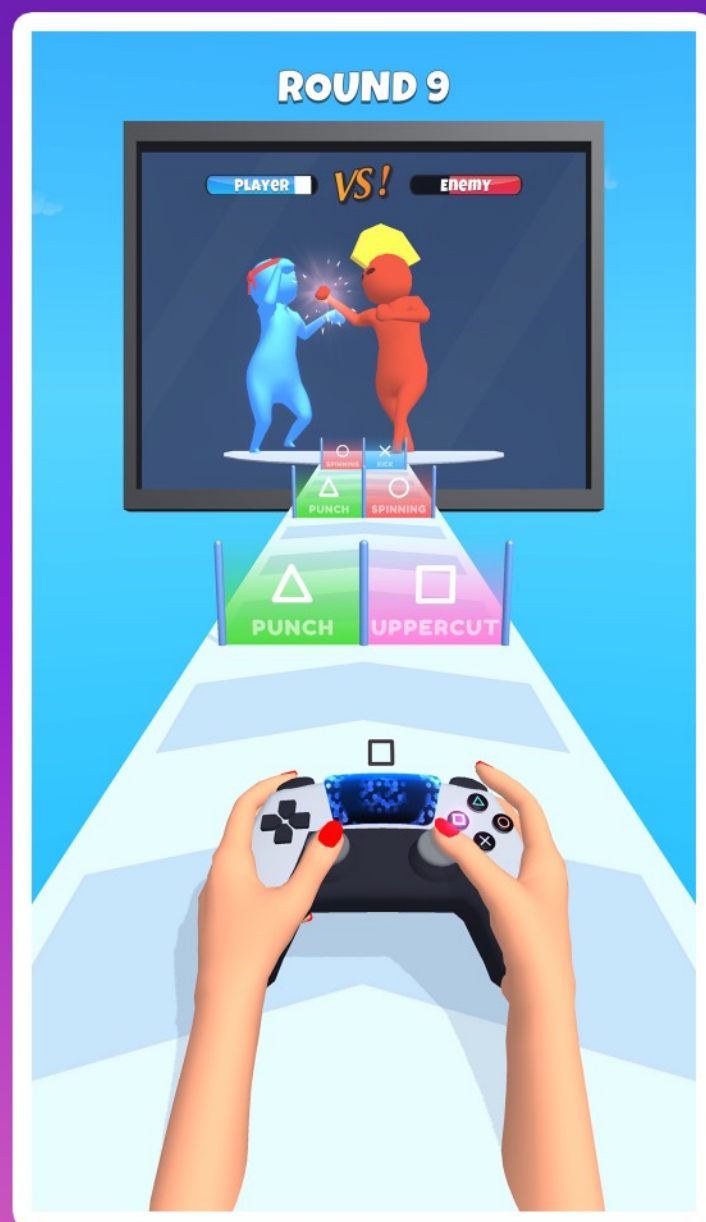


LEVEL 13



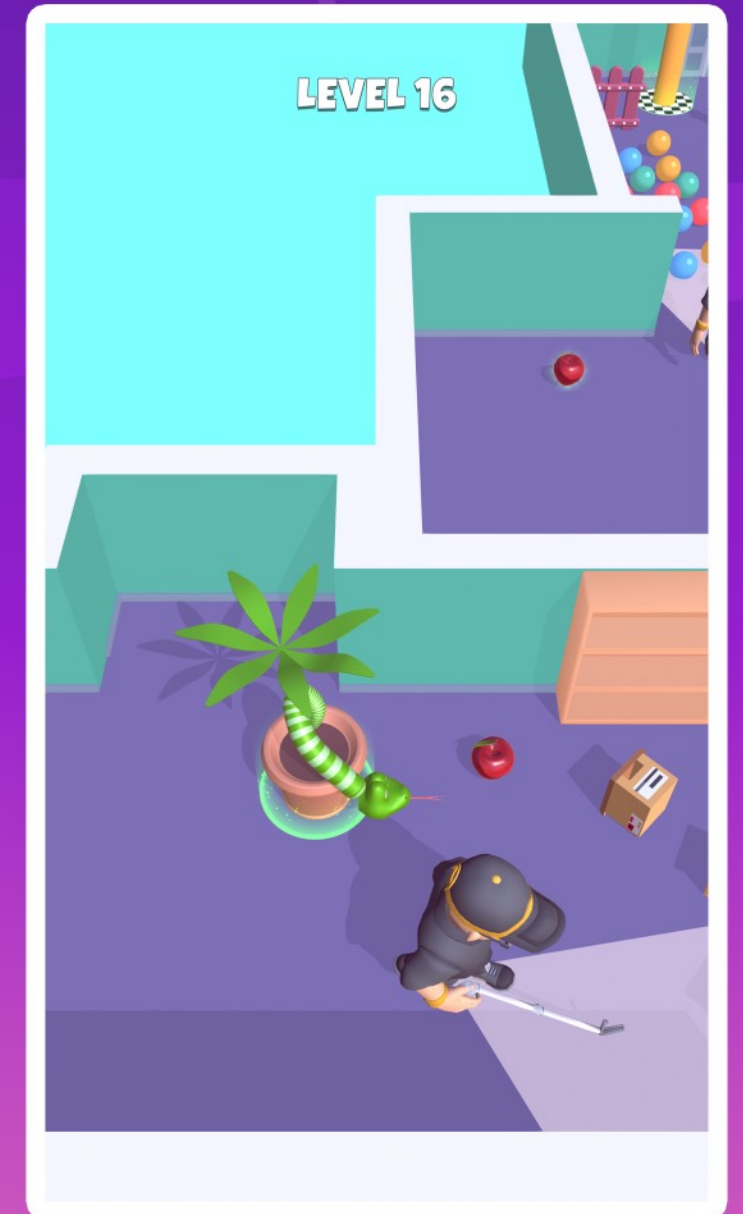
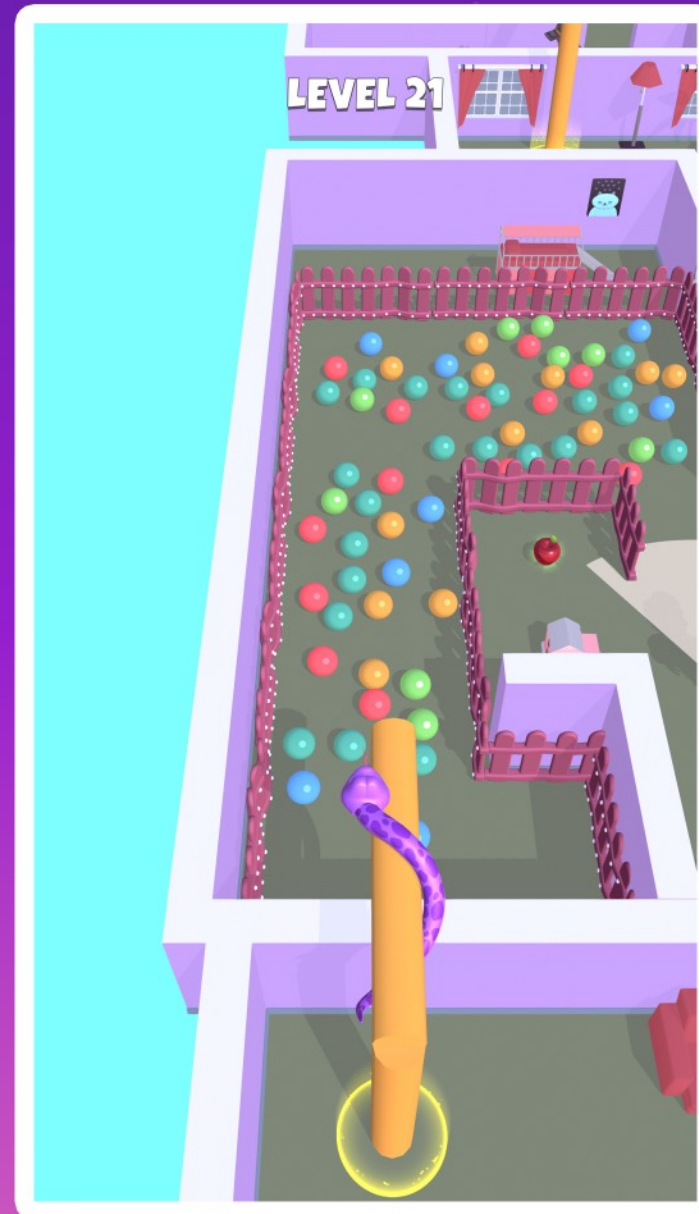
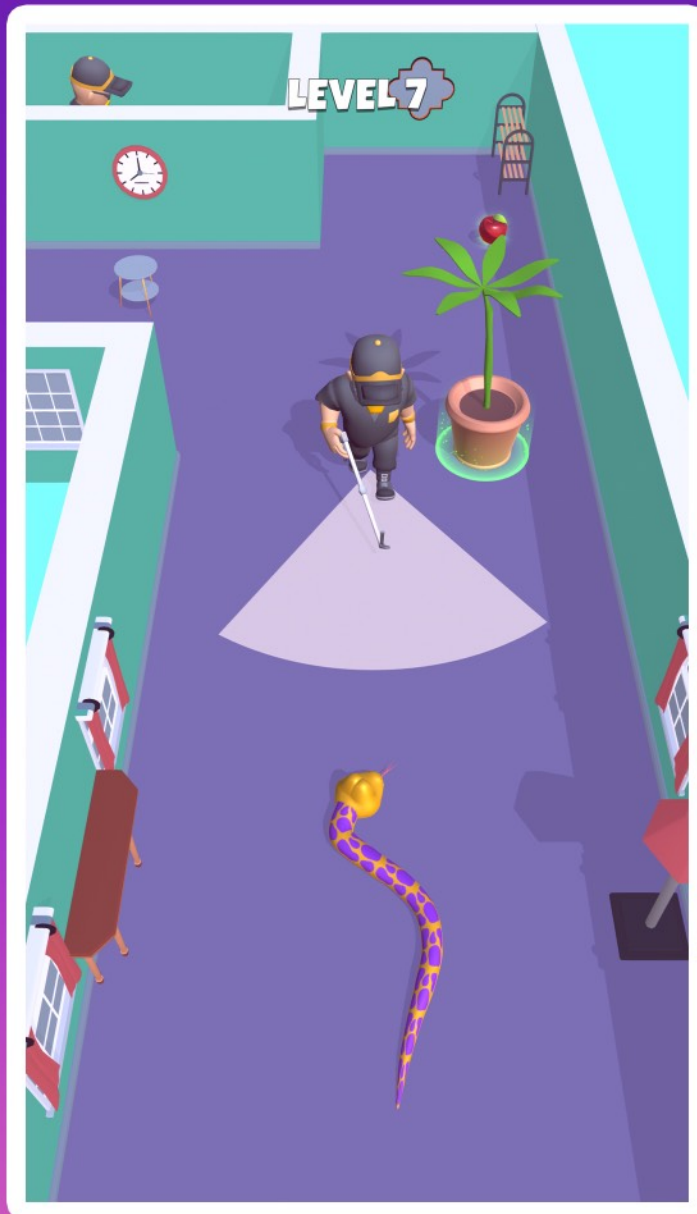


CONTROL YOUR FIGHTER



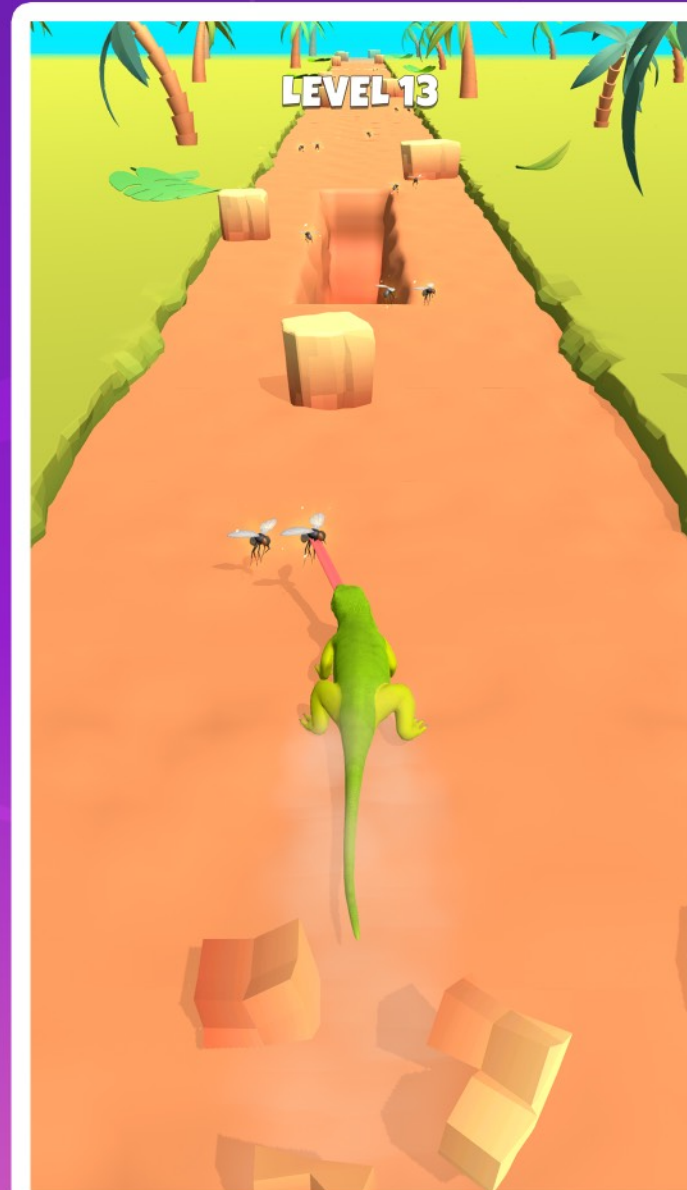
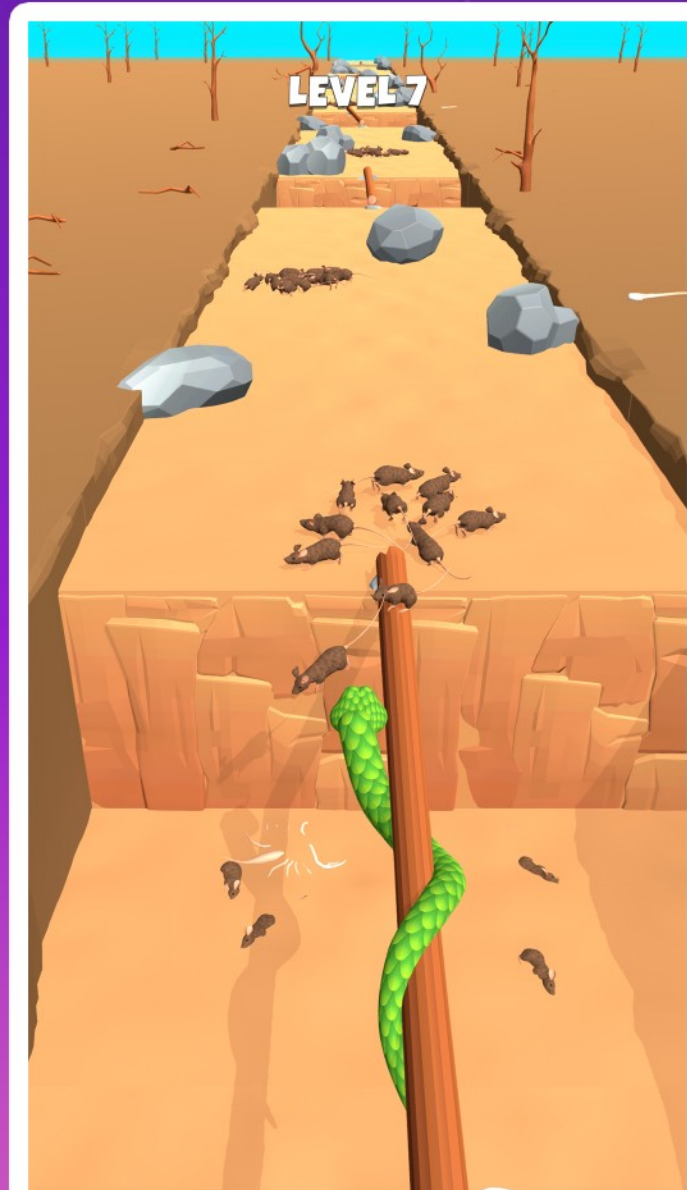
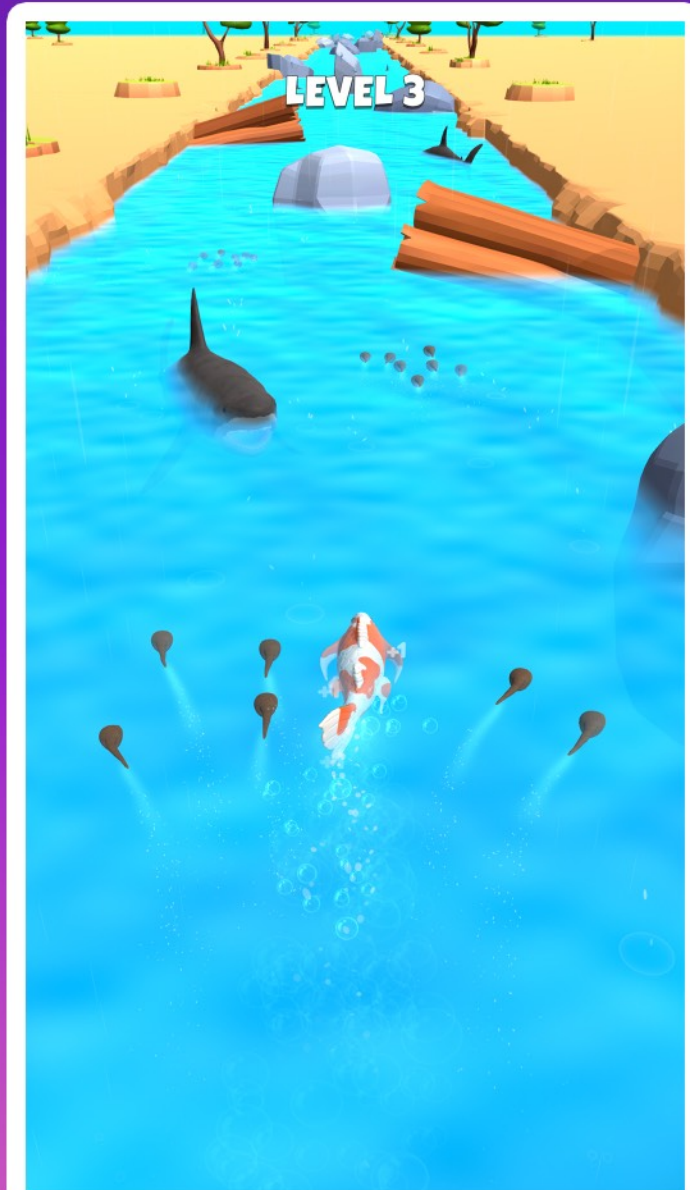


Sneaky Snake 3D



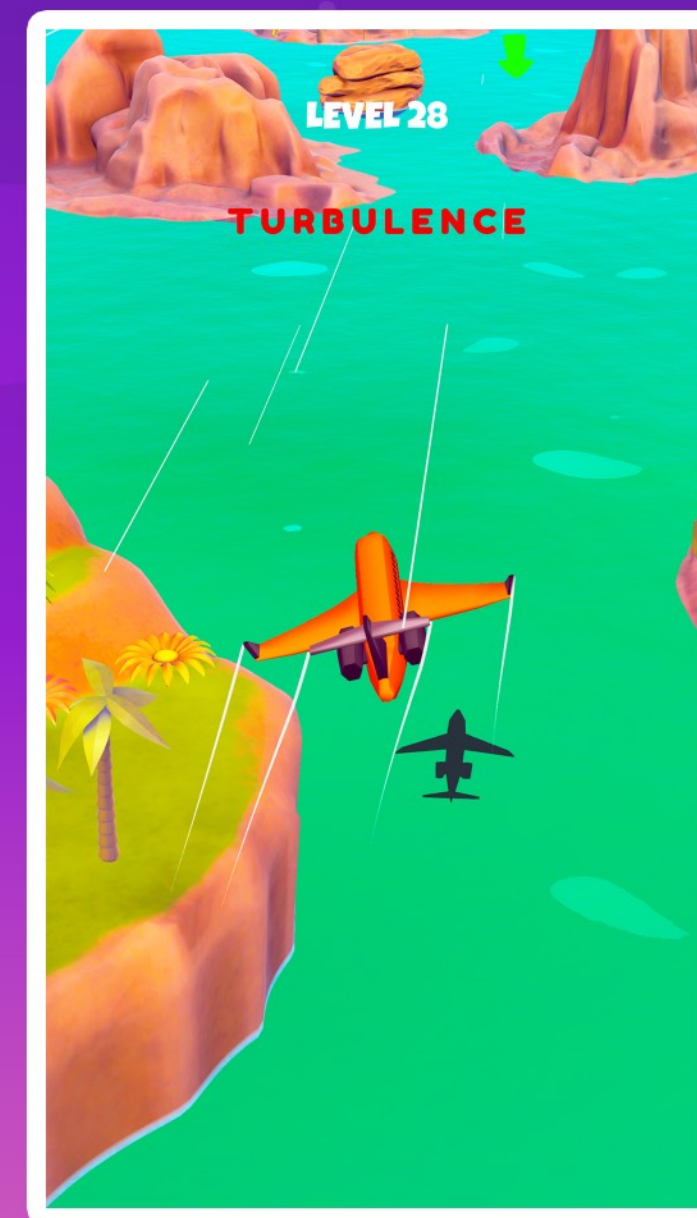
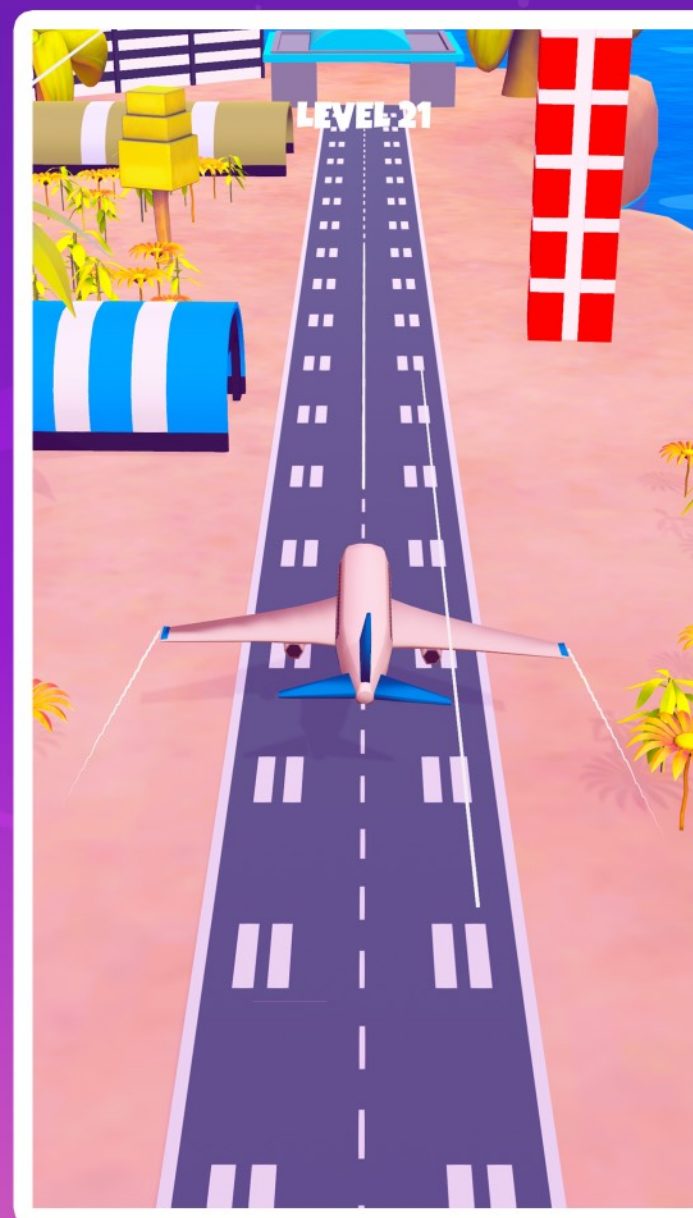
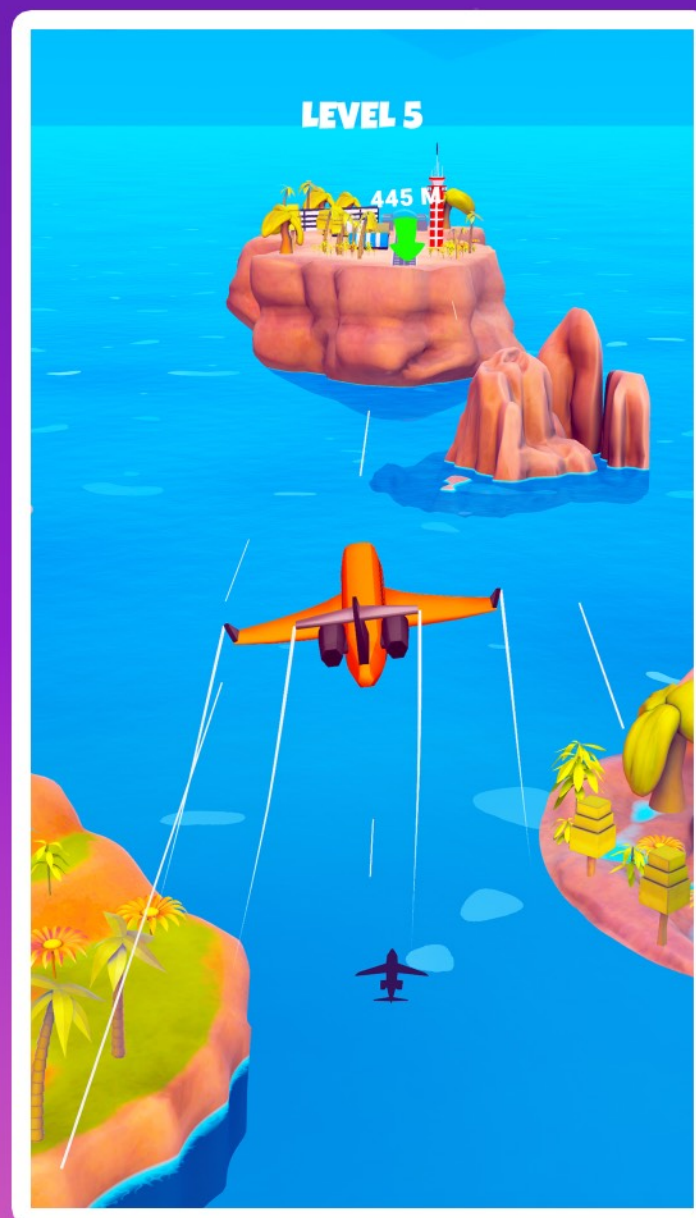
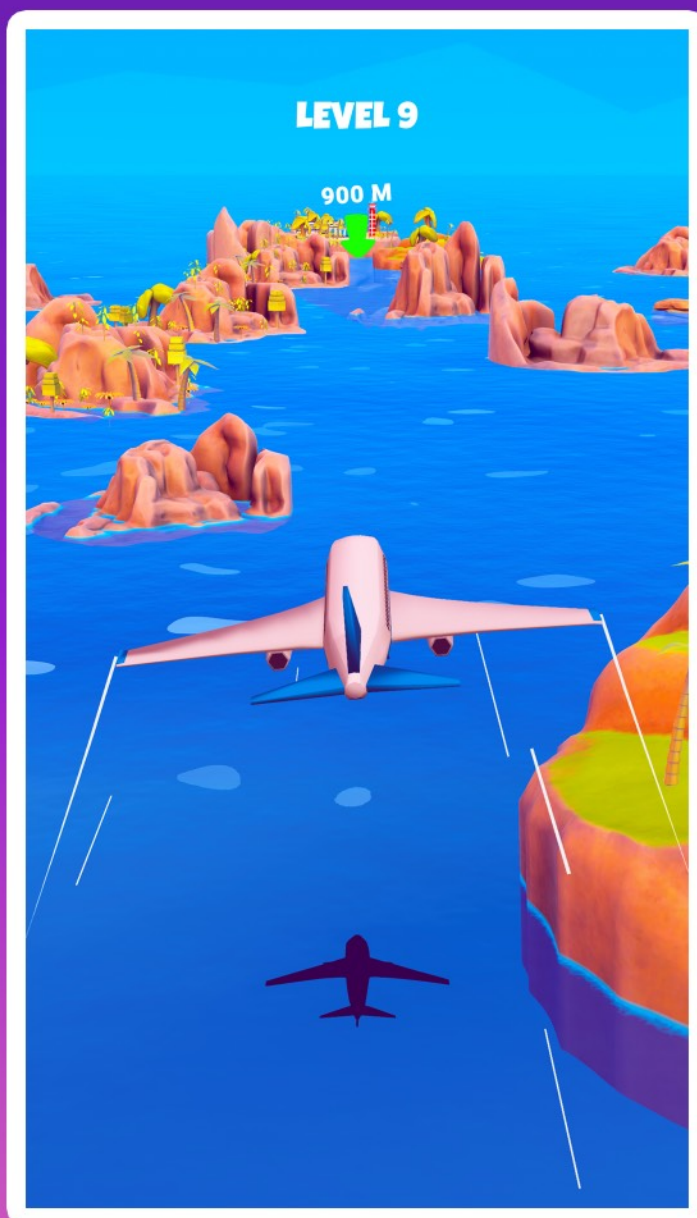


EVOLUTION Runner 3D



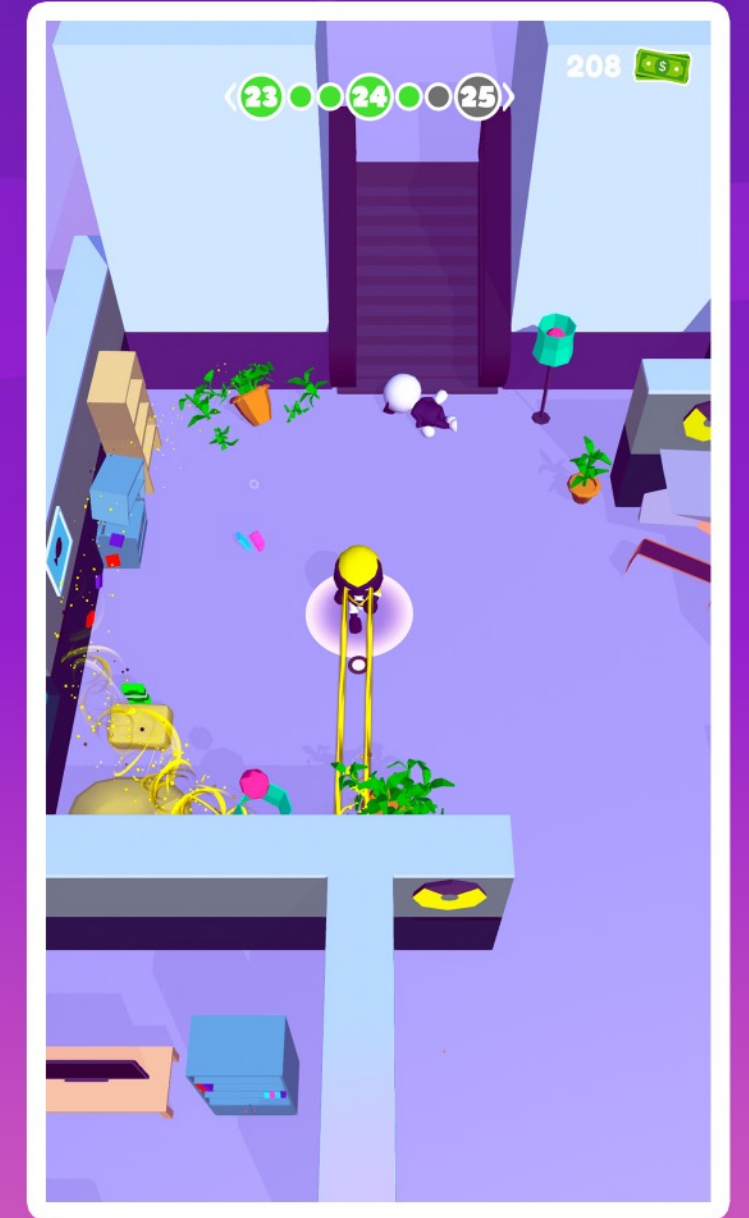
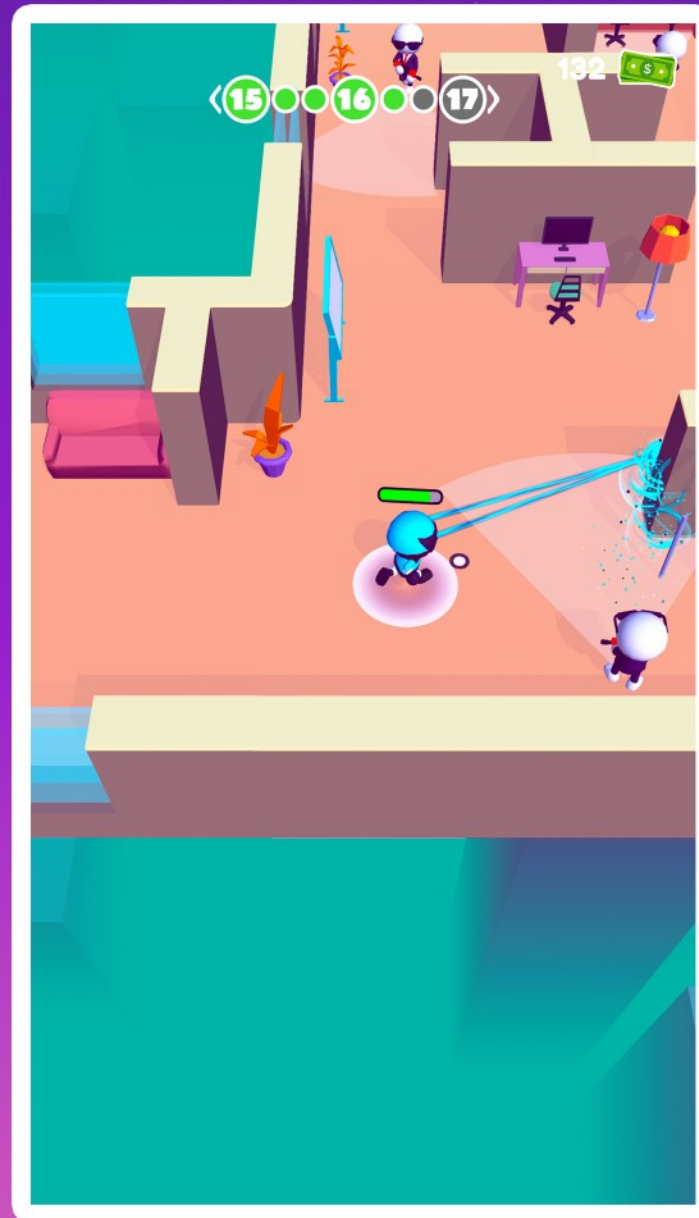
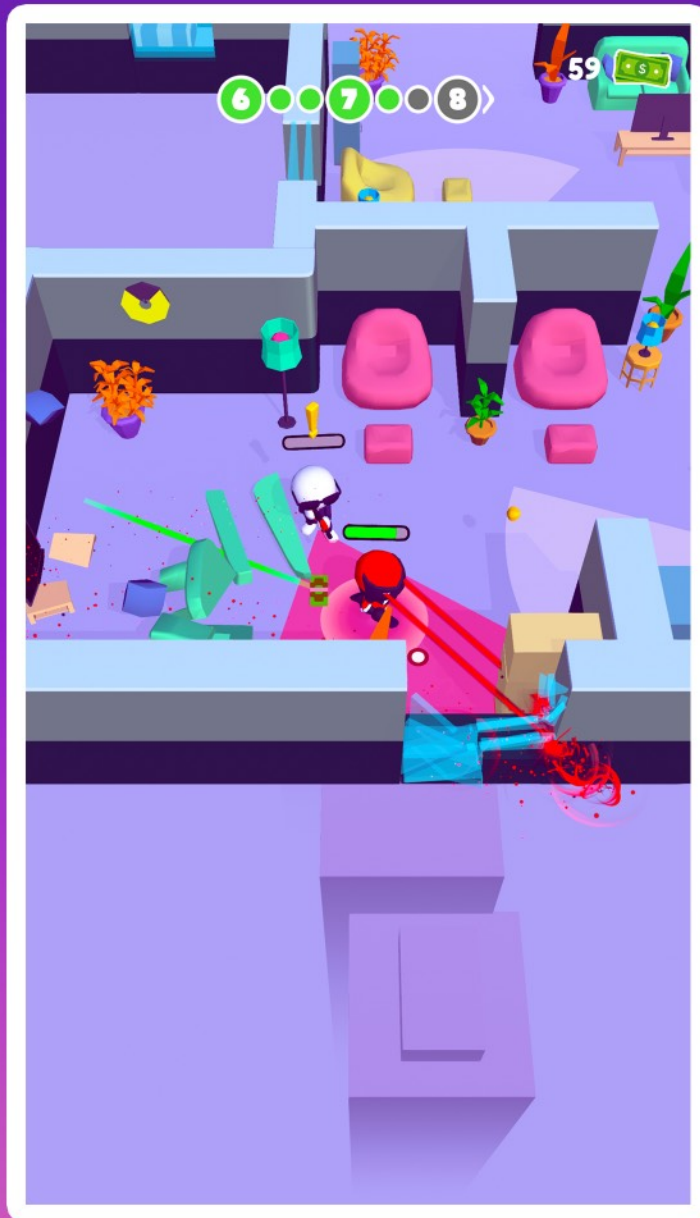


PLANE MASTER





LASER MASTER





I still wake up at 5AM to start working.

Discipline is what got me here, and it's what keeps me going.