Ahmet Burak Yüksel

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Profile

As a recent CTIS graduate from Bilkent University, I am passionate about game development and constantly driven to expand my knowledge and skills. My hands-on experience with diverse projects, from console-based mini-games to advanced ChatGPT integrated role-playing game using Unreal Engine 5, reflects my dedication and technical proficiency. I am eager to bring my creativity and skills to a dynamic team in the gaming industry, where I can contribute to the creation of engaging and innovative gaming experiences.

Education

Bilkent University

Bachelor's Degree, Information Systems and Technologies

01/2020 - 05/2024 | Ankara, Turkey

CGPA: 2.83/4.0

Courses: Discrete Mathematics, Object Oriented Programming, Principles of Software Engineering, Frontend Web Technologies, Object Oriented Analysis and Design, Backend Development, Database Management Systems, Data Structures, Applied Computer Networks, Applied Data Analysis, Computer Algorithms

Projects:

- Developed Object Oriented GUI-based application to manage video game store inventory and customer records using **Java**.
- Designed and implemented several mini-games incorporating mathematical concepts, using C, GLUT, and OpenGL.
- Built Click Challenge web game that challenges users' clicking speed and accuracy using HTML, CSS, and JavaScript(jQuery).
- Implemented dynamic movie review website allowing users to review movies and create favorite lists using PHP and MySQL.
- Developed an Android application providing information on upcoming movies and movie news using **Java** and Android Studio.
- Senior Project ChatGPT integrated Role-Playing Game built on Unreal Engine 5 using C++.

Metropolia University of Applied Sciences Exchange Student, Information Technology

01-05/2022 | Helsinki, Finland

Courses: Amazon Web Services, Microsoft Azure, **Game Engines**, IT Security, **Introduction to Game Business**, Cybersecurity Operations

Project: AWS Academy Cloud Architecting Capstone Project

Bilkent University School of English Language (BUSEL)

09/2018 - 12/2019 | Ankara, Turkey

Professional Experience

Simsoft Technologies

Software Engineer Intern (On-Site) *⊗* 01–05/2023 | Ankara, Turkey

- Enhanced project builder app for simulation environments using C++ and Qt framework.
- Improved project documentation through localization of **Doxygen**.
- Developed a simulation setup program to resolve installation failures using C++ and Qt framework.

Simsoft Technologies Software Test Engineer Intern (On-Site) ∅

08-09/2022 | Ankara, Turkey

- Created detailed test documentation for simulation workflows, including key test steps for functionality validation.
- Validated simulation functions and **identified bugs** in the engine.
- Conducted map testing to identify texture glitches and provided detailed reports for fixes.

Skills

Programming: C, **C++**, Java, Python, SQL **Web Development:** HTML, CSS, JavaScript, PHP

Cloud Computing: AWS, Azure

Tools & Technologies: Git, Unreal Engine, Qt,

Doxygen, GLUT, OpenGL

Concepts: OOP, OOA/OOD (UML, Design Patterns), Networking, **Game Mechanics**, **Level Design**

Awards

1st Ranking Team Award - CTIS Awards 2024

Recognized by the **Department of Information Systems and Technologies**, Bilkent University, in consultation with **Havelsan** for my team's Senior Project titled "**Knight of the Alliance**".

Best CTIS Intern Award - CTIS Awards 2024

Selected by the Department of **Information Systems and Technologies**, in consultation with **Simsoft Technologies**, to receive the award for my long-term internship.

Certificates

CISCO Certificate of Course Completion - 2023

CCNA: Switching, Routing, and Wireless Essentials - 21 Hours

CISCO Certificate of Course Completion - 2022 *⊗* CyberOps Associate - 30 Hours

AWS Academy Graduate - 2022 *∂* AWS Academy Cloud Architecting - 60 Hours

Mobile Action Hackathor Completion - 2022 iOS - Swift App

IDP Education-IELTS - 2019IELTS Academic Exam Result: 6.5/9

Canguages

Turkish (Native)

English (Professional Working Proficiency)

Interests

Game Development & Design (Intermediate in Unreal Engine 5)

Swimming (Swimmer at Cansu Sports Club from 2005 to 2015)

Playing Video Games (Began with Super Mario at 4)

References

Dr. Erkan Ucar, *CTIS Chairman*, Bilkent University eucar@bilkent.edu.tr, +90 312 290 50 58

Burcu Liman, *CTIS Instructor*, Bilkent University ozdogru@bilkent.edu.tr, +90 312 290 50 74

Anil Camuroglu, *Simulators Group Test Unit Lead*, Simsoft Technologies anil.camuroglu@simsoft.com.tr, +90 553 138 37 33

Akin Yilmaz, *Simulators Group Software Unit Lead*, Simsoft Technologies akin.yilmaz@simsoft.com.tr, +90 507 798 50 86