ALI RIZA KAT

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PROFESSIONAL SUMMARY

Software Developer transitioning into IT and Cybersecurity. Experienced with Linux systems, scripting, debugging, and supporting users in technical environments. Currently studying for **CompTIA A+** and building practical security-focused tools (Python + Bash). Seeking a Technical Support / IT Operations / SysAdmin entry role where I can apply my software background to system troubleshooting, configuration, and problem-solving.

SKILLS

IT & System Administration Linux (Arch / Ubuntu), SSH, system logs, service management, package management

Networking TCP/IP, DHCP, DNS, routing basics, VPN, firewalls (intro)

Scripting Bash, Python (log parsing, automation)

Support Remote troubleshooting, configuration assistance, environment debugging, documentation

Software Background C#, Unity, Node.js, C++, Git, CI basics

Languages English (C1), Turkish (Native)

EXPERIENCE

MULTIPLAYER / SUPER DUPER GAMES   Istanbul, Turkey
Software Engineer   Feb 2025 – Oct 2025
- Diagnosed and solved environment-related issues across Linux/Windows development setups.
- Built over **10+ internal tools** (parsers, automation utilities), improving iteration speed.
- Developed a modular Animation Library with editor tooling, enabling fast debugging and reproducibility.

COUNTLY   Remote
SDK Engineer   Sep 2023 – Nov 2024
- Supported global clients integrating Countly SDKs; joined troubleshooting sessions and helped resolve configuration mismatches and runtime issues.
- Maintained Unity, Node.js, and React Native SDKs; delivered **8+ releases**.
- Authored and restructured **15+ technical documents** on setup, debugging, and best practices.

NITROGEN GAMES   Izmir, Turkey
Game Developer   Nov 2022 – May 2023
- Diagnosed device compatibility, input, and network issues across mobile environments.
- Developed **internal tools** improving workflows and reducing iteration time.
- Took over existing projects and stabilized them via debugging and refactoring.

NIRAH GAMES   Izmir, Turkey
Game Developer   Jan 2021 – Oct 2022
- Led development of **Baby Life 3D!** (1M+ downloads).
- Built **15+ prototypes** end-to-end, handling debugging and optimization.
- Produced and optimized in-game workflows and prototype pipelines.

───────────────────── **RECENT PROJECTS** ─────────────────────

Log Analyzer Lite (Python)
- Parses `/var/log/auth.log` for failed SSH login attempts.
- Extracts IPs, counts frequency, and outputs CLI/JSON results.
- Demonstrates regex, log analysis, Linux fundamentals, and security basics.

Village Survivors | *Link* ↗
- Grid-based tactical core with merge-leveling.
- Added runtime JSON parsing for remote config support.

Color of War | *Link* ↗
- Implemented multi-size enemy support and scalable grids.
- Built tooling for parametric level balancing and test scenarios.

Loop Army | *Link* ↗
- Designed wave-based deterministic spawner.
- Delivered meta upgrade systems and Google Sheets parsers.

Smith Journey | *Link* ↗
- Implemented mining/combat idle core and meta progression.
- Created editor tooling for rapid content authoring.

SDKs
- **Unity SDK** — Added WebGL support; delivered multiple releases. | *GitHub* ↗
- **Node.js SDK** — Improved APIs, storage layer, and Mocha test coverage. | *GitHub* ↗
- **React Native SDK** — Maintained cross-platform bridge layer. | *GitHub* ↗

───────────────────────── **EDUCATION** ─────────────────────────

YAŞAR UNIVERSITY   Izmir, Turkey
- Bachelor of Business Administration   Graduated: 2021

CERTIFICATIONS
- **CompTIA A+** (In Progress)