

ALI RIZA KAT

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AliRKat alirizakat LeetCode



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** Basic LAN/WAN Concepts, TCP/IP, VPN Setup, Cisco Router/Switch Basics, Firewall Fundamentals
- 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**Game Developer**

Izmir, Turkey

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.

R E C E N T P R O J E C T S

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](#)

E D U C A T I O N

YAŞAR UNIVERSITY

- Bachelor of Business Administration

Izmir, Turkey

Graduated: 2021

CERTIFICATIONS

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