

# SİMGE TEMEL

[uftsimge@gmail.com](mailto:uftsimge@gmail.com)

[in/simge-temel](https://www.linkedin.com/in/simge-temel/) | [G/kyuubi0](https://github.com/kyuubi0) | [TryHackMe](https://tryhackme.com/user/kyuubi0) | [Artstation](https://artstation.com/kyuubi0) | [Itch.io](https://itch.io/profile/kyuubi0)

## PROFILE

Mathematical Engineering student with 2 years of focus on cybersecurity and 3 years of experience as a game developer. Specialized in creative problem-solving, teamwork, and game development, with a strong passion for information technologies and cybersecurity.

## EDUCATION

<b>Yıldız Technical University</b>	September 2023 – Present
<i>Bachelor's Degree - Mathematical Engineering - 4th-year</i>	<i>Istanbul, Turkey</i>
<b>Yıldız Technical University</b>	September 2022 – September 2023
<i>Bachelor's Degree - Mechanical Engineering</i>	<i>Istanbul, Turkey</i>

## EXPERIENCE

<b>IT Intern</b>	June 2025 – Present
<i>Federal Mogul Powertrain</i>	<i>Kocaeli, Turkey</i>
<ul style="list-style-type: none"><li>Delivered hands-on <b>IT support</b> including PC setup, OS installation, system imaging, and troubleshooting.</li><li>Explored networking hardware and virtualization environments.</li><li><b>Developed SAP modules</b> using ABAP (ALV reports, SE16N queries, MM03 views).</li><li>Gained exposure to <b>cybersecurity practices</b> such as endpoint protection, secure file handling, and basic vulnerability assessment.</li></ul>	
<b>Art Director, Technical Artist</b>	April 2024 – May 2025
<i>Mystopia - Last Minute Studios</i>	<i>Istanbul, Turkey</i>
<ul style="list-style-type: none"><li>Directed the game's visual style and created <b>concept art for 200+ assets</b>, ensuring thematic consistency.</li><li>Modeled, textured, and optimized <b>150+ 3D assets</b> for smooth performance on low-end systems; developed VFX and shaders to enhance immersion.</li><li>Adapted assets for web compatibility, contributing to <b>60,000+ players</b> on Opera GX.Games.</li></ul>	
<b>3D Artist Intern</b>	April 2023 – September 2023
<i>Funverse Games</i>	<i>Istanbul, Turkey</i>
<ul style="list-style-type: none"><li>Worked as a <b>Game Artist</b>, creating <b>over 100 3D environment assets</b>, including rocks, crystals, mushrooms, unique elements, buildings, logs, and plants, for the MOBA game Hit &amp; Boom.</li><li>Learned and applied sculpting, retopology, UV unwrapping, optimization techniques for 3D models, and material creation in Adobe Substance 3D Painter.</li></ul>	

## ORGANIZATIONS

<b>SKYSEC Member</b>	May 2024 – September 2024
<i>YTU SKYLAB</i>	<i>Istanbul, Turkey</i>
<ul style="list-style-type: none"><li>Participated in a cybersecurity bootcamp and mentored peers; solved TryHackMe challenges and joined CTF competitions focused on exploitation, reverse engineering, log analysis, and ELK-based event visualization.</li><li>Collaborated with team members through regular meetings and peer-led CTF exercises to enhance practical skills and teamwork.</li></ul>	
<b>Board Member</b>	June 2023 – June 2024
<i>YTU DOGDOK</i>	<i>Istanbul, Turkey</i>
<ul style="list-style-type: none"><li>Managed the club's social media presence and visual design efforts; led member engagement and contributed to recruitment strategies.</li><li>Played a key role in organizing major events such as <b>Digital Gaming Days 2024</b>, and supported game development activities including Blender training sessions.</li></ul>	

## TECHNICAL SKILLS

<b>Languages:</b> C, C# (Object-Oriented Programming and Unity), Dart (Mid Level), Python (Basics), Matlab (Basics), ABAP (Basic to Intermediate)
<b>Operating Systems:</b> Windows (Advanced), Linux (Basic to Intermediate – Kali, Ubuntu)
<b>Developer Tools:</b> Git, GitHub, Dev C++, Visual Studio, Unity, SAP GUI
<b>Cybersecurity Tools:</b> Virtual Machines, Hydra, Nmap, Burp Suite, Wireshark, Ghidra, Gobuster, Dirbuster, John the Ripper, Hashcat, Metasploit, Exploit DB, ExifTool
<b>ERP &amp; Planning Applications:</b> SAP ERP (MM module, SE16N, ALV), Asana, ClickUp, Miro, Notion, PureRef, Trello