

SİMGE TEMEL

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

PROFILE

Mathematical Engineering student with 2 year 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

Yıldız Technical University

Bachelor's Degree - Mathematical Engineering - 4th-year

September 2023 – Present

Istanbul, Turkey

Yıldız Technical University

Bachelor's Degree - Mechanical Engineering

September 2022 – September 2023

Istanbul, Turkey

EXPERIENCE

IT Intern

Federal Mogul Powertrain

June 2025 – Present

Kocaeli, Turkey

- Delivered hands-on **IT support** including PC setup, OS installation, system imaging, and troubleshooting.
- Explored networking hardware and virtualization environments.
- **Developed SAP** modules using ABAP (ALV reports, SE16N queries, MM03 views).
- Gained exposure to **cybersecurity practices** such as endpoint protection, secure file handling, and basic vulnerability assessment.

Art Director, Technical Artist

Mystopia - Last Minute Studios

April 2024 – May 2025

Istanbul, Turkey

- Directed the game's visual style and created **concept art for 200+ assets**, ensuring thematic consistency.
- Modeled, textured, and optimized **150+ 3D assets** for smooth performance on low-end systems; developed VFX and shaders to enhance immersion.
- Adapted assets for web compatibility, contributing to **60,000+ players** on Opera GX.Games.

3D Artist Intern

Funverse Games

April 2023 – September 2023

Istanbul, Turkey

- Worked as a **Game Artist**, creating **over 100 3D environment assets**, including rocks, crystals, mushrooms, unique elements, buildings, logs, and plants, for the MOBA game Hit & Boom.
- Learned and applied sculpting, retopology, UV unwrapping, optimization techniques for 3D models, and material creation in Adobe Substance 3D Painter.

ORGANIZATIONS

SKYSEC Member

YTU SKYLAB

May 2024 – September 2024

Istanbul, Turkey

- 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.
- Collaborated with team members through regular meetings and peer-led CTF exercises to enhance practical skills and teamwork.

Board Member

YTU DOGDOK

June 2023 – June 2024

Istanbul, Turkey

- Managed the club's social media presence and visual design efforts; led member engagement and contributed to recruitment strategies.
- Played a key role in organizing major events such as **Digital Gaming Days 2024**, and supported game development activities including Blender training sessions.

TECHNICAL SKILLS

Languages: C, C# (Object-Oriented Programming and Unity), Dart (Mid Level), Python (Basics), Matlab (Basics), ABAP (Basic to Intermediate)

Operating Systems: Windows (Advanced), Linux (Basic to Intermediate – Kali, Ubuntu)

Developer Tools: Git, GitHub, Dev C++, Visual Studio, Unity, SAP GUI

Cybersecurity Tools: Virtual Machines, Hydra, Nmap, Burp Suite, Wireshark, Ghidra, Gobuster, Dirbuster, John the Ripper, Hashcat, Metasploit, Exploit DB, ExifTool

ERP & Planning Applications: SAP ERP (MM module, SE16N, ALV), Asana, ClickUp, Miro, Notion, PureRef, Trello