NUR YAVUZ

U.S. Citizen | Computer/Software Engineer
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EDUCATION

West Chester University of Pennsylvania   **West Chester, PA**
Master of Science in Computer Science (GPA: 3.9)   *Expected Graduation Date: May 2026*

Cankaya University   **Ankara, Turkey**
Bachelor of Science in Computer Engineering (GPA: 3.5)   *Graduation Date: June 2023*
Minor Degree in Industrial Engineering

ACCOMPLISHMENTS

- Earned placement in the top 5.59% of 35,767 applicants at Google Turkey Game & Application Academy.
- Ranked in the top 8% of class at Cankaya University with a 3.5 GPA.
- Awarded 2nd Prize for a clean restroom app at Cankaya University's 16th R&D Project Market.
- Chosen as Student Teaching Assistant based on competitive GPA.
- Selected as one of 25 individuals from a nationwide pool of applicants for the Erasmus+ program, providing the unique opportunity to explore countries like Frankfurt and Paris, visit prominent software and gaming companies, and gain valuable insights into diverse work environments.

WORK EXPERIENCE

Target   **Malvern, PA**
Guest Services Team Member   *Dec 2023 – Present*
- Applied problem-solving and communication skills to address and resolve customer concerns promptly, improving customer satisfaction.
- Leveraged technical adaptability by quickly learning and utilizing various point-of-sale (POS) systems, ensuring accurate and efficient transactions.
- Improved collaboration and leadership by mentoring new team members and optimizing workflows, enhancing overall efficiency.
- Maintained attention to detail and adherence to protocols, ensuring compliance with company policies on returns, refunds, and inventory management.

Havelsan, Inc   **Ankara, Turkey**
Intern   *Aug 2022 – Sept 2022*
- Selected as an intern in Turkey's top defense company which is very competitive.
- Engineered AR and VR environments using Unreal Engine 5 and designed a Galaxian Clone Game in Unity with C#.
- Developed an AR Fighting Game in Unreal Engine 5, utilizing blueprint usage, animations, widget implementation and player-enemy interactions. Applied Agile methodology, making iterative adjustments to enhance the Augmented Reality of the game.

Cankaya University   **Ankara, Turkey**
Undergraduate Teaching Assistant   *Nov 2019 - June 2022*
- Assessed student assignments and projects for Computer Programming I & II, Object-Oriented Programming, and Web Development.
- Mentored students answering questions, concerns, and challenges related to the course materials.

Cosmo4 Science, Art, Technology and R & D   **Ankara, Turkey**
Game Developer Intern   *Jul 2021 – Aug 2021*
- Designed three advanced game projects for mobile devices: hyper-casual, runner, and idle game categories.
- Utilized Unity and the C# programming language to finalize games, enhancing proficiency in Unity, mobile-friendly UI design, game mechanics, and performance optimization.

TRAINING & PROGRAMS

Google Academy
Game and Application Academy Participant   *Nov 22 - Jul 2023*
- Acquired 8 months of training in game development, project management, and technology entrepreneurship, including hands-on Unity development and two intensive game jams focused on rapid prototyping and teamwork.

Panteon Inc.
Game Developer Student   *Oct 2022 – Feb 2023*
- Engaged in remote, project-based training for mobile game development using Unity, collaborating with a diverse team to creatively resolve challenges.

Bahcesehir University
SOCIAWARE Erasmus+ Project - Game Software School Participant   *May 2022 – Feb 2023*
- Completed comprehensive training in game design, storytelling, 2D/3D art, Unity, Unreal Engine, and XR technologies, alongside three bootcamps focused on C# and UE5. Also visited top companies in Frankfurt and Paris to observe work environments.

Cankaya University
Student Board Member   *October 2022 - February 2023*
- Organized several workshops, site visits, alumni interactions in order to create productive experiences.

PROJECTS   *https://github.com/muntehayvz*

Buffer Overflow Exploit   *Fall 2024*
CSC 583 Final Project, West Chester University
- Exploited a buffer overflow vulnerability in a remote server application to capture sensitive data.
- Applied Return-Oriented Programming (ROP) techniques, reverse engineering, and payload crafting.
- Demonstrated expertise in memory manipulation, debugging, and secure coding practices.

Smart Trip Application   *Spring 2023*
Capstone Project, Cankaya University
- Developed a clean restroom mobile application as part of the social responsibility project for people who travel and care about clean restrooms. Our project was awarded the 2nd Prize among all projects in the category of computer engineering projects in the 16th R&D project market event.
- Utilized Ionic and Angular for the front end, Java with Micronaut for the back end, and Node.js for server-side operations.
- Project Link: *https://github.com/CankayaUniversity/ceng-407-408-2022-2023-Smart-Trip-Application*

Legend of the Far East Game   *Winter 2023*
SOCIAWARE 2nd Game Jam
- Designed an adventure game in Unreal Engine 5, where players solve puzzles, defeat bosses, and collect life orbs.
- Integrated game mechanics, animations, and received positive feedback for the engaging storyline.

Hypnose   *Summer 2023*
Google Academy Bootcamp
- Collaborated with a 5-member team to design and develop a 3D narrative-driven adventure game in Unity. Created immersive gameplay where players recover lost memories while evading a deadly creature. Contributed to game mechanics, storytelling, and level design.
- *Project Link: https://alierenkayhan.itch.io/hypnose Gameplay Link: https://youtu.be/-pK2LQ1POA4*

SKILLS

C | C++ | C# | Java | Python | Git | Unity | Unreal Engine | Blender | Angular | Ionic | Microsoft Office | Project Man. | Node.js | Micronaut | Project Management | Debugging | Object-Oriented Programming | Design Patterns | 2D and 3D Game Art