

# ILKIN ALIZADE

SUMMARY

Driven and resourceful **Information Security** student with extensive experience in game and web development. Proficient in **C++, Python, JavaScript**, and a variety of frameworks such as **React.js** and **Django**. Adept at building innovative solutions through **algorithmic thinking** and **problem-solving**, with a proven track record of excelling in **hackathons** and **game jams**. Recognized for strong **teamwork**, **adaptability**, and **leadership** skills, alongside expertise in **critical thinking**, **effective communication**, and **attention to detail**. Passionate about delivering impactful projects by combining technical excellence with creativity and collaboration

EDUCATION

Bachelor of Information Security

2023- 2027

UNIVERSITY OF ECONOMICS | Major in Information Security | GPA: 85.25

- KEY SKILLS
- C/C++
  - C# (Unity, ASP.NET)
  - HTML/CSS
  - JavaScript
  - Node.js/React.js/Three.js
  - Java(SpringBoot)
  - Python(Django)
  - SQL(PostgreSQL, MySQL)
  - Git/Github
  - Blender

- Communication
  - Problem Solving
  - Adaptability
  - Teamwork
  - Time Management
  - Critical Thinking
  - Attention to detail

- Native Azerbaijan
  - B2 English
  - C1 Turkish
  - A1 French
  - A1 Russian

- EXPERIENCE
- Hackathon & Game Jam Projects

- Hack4World** (DigiEduHack): Created *MeBudget*, a budget-tracking web app tailored for students.
  - GPT-4o Hackathon** (SUP.VC): Developed *Style App*, an AI-powered outfit recommendation app using personal wardrobes.
  - DIGIAGE Baku Game Development Camp**: Designed a *2D pixel platformer game* targeting investors.
  - Cultech Hackathon** (SUP.VC): Built *CollabArt*, a platform for artists to share and collaborate on projects.
  - JunctionX Baku 2024**: Created *G.R.E.G AI*, a 3D chatbot promoting green initiatives.
  - GameJamPlus (Gamepons)**: Developed a *2D retro pixel platformer* inspired by 90s gaming with modern touches (3rd place).
- Game Developer | Gamepons Incubation Program

November 2024-Present

- Selected as a winner of the Gamepons Incubation Program following a competitive process.
  - Collaborating with a multidisciplinary team to develop an innovative game project, focusing on mechanics, storytelling, and gameplay features.
  - Contributing to the development and optimization of game systems using Unity and C#.
  - Actively involved in brainstorming and implementing creative solutions to enhance user engagement.
- COP29 Conference | Transport Volunteer

November 2024

- Selected as a reserve member for the Transport Team of the COP29 Conference after a competitive selection process.
  - Gained insights into event logistics, climate advocacy, and sustainability practices through preparatory materials and sessions.
  - Developed organizational and teamwork skills in preparation for high-pressure international events.