

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 Security2023- 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.