

UGUR CAN SADILI

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PROFILE

Computer Engineering graduate and AI Master's student with a "breaker" mindset. I bridge the gap between technical engineering and high-level FQA, specialized in identifying complex system bugs and optimizing user experience in AAA titles.

EXPERIENCE

Test Associate | Lionbridge | Jan 2026 – Present

- **Full Bug Lifecycle:** Expert in identification, Jira ticketing, and reopening recurring issues within a supportive team environment.
- **Technical Testing:** Verified critical elements including Vivox (voice), HUD, VFX, SFX, Animation, and AI environments.
- **Compliance & Logic:** Validated script-based rules and performed cross-checks for high-profile client requests under strict NDA.
- **Tools:** Proficiency in using development kits and special hardware to reproduce and isolate tickets.

AI Intern | FOREO | May-Jul 2025: Automated data integrity checks and ensured system integration with GA4 standards.

Game QA & Junior Developer | in-pocket.ai | Jul-Sep 2024

- **Functional Testing:** Focused on UI responsiveness, character customization logic, and puzzle mechanics.
- **Balancing:** Performed extensive playtesting to verify difficulty curves and UX flow, reporting directly to the design team.

AI Data Evaluator | Outlier | Feb-Jul 2024: Performed RLHF to improve model reasoning; identified and documented edge-case errors in complex datasets.

Data Science Intern | Krakow University of Technology | Jul-Sep 2023: Monitored logs to identify failures in agent logic, a skill directly applicable to identifying NPC/AI behavior bugs in games.

EDUCATION

Artificial Intelligence Applications (Master's Degree in process) - WSB University 10/2024 – 9/2026

Computer Engineering (Bachelor's Degree) - Cukurova University 9/2020 – 1/2024

Erasmus+ - West Pomeranian University of Technology in Szczecin 9/2022 – 2/2023

PROJECTS & ACHIEVEMENTS

Text-Based Role-Playing Arena (Python, Pygame): Tested battle mechanics, validated event-driven loops, and fixed logic errors.

LearnIsle Game Prototype: Conducted functional and UI testing for gameplay mechanics.

TECHNICAL SKILLS

Testing & QA: Manual Testing, Functional Testing, Bug Reporting, Test Case Creation, Regression Testing, Familiarity with debugging tools & logs.

Game Engines: Unity, Godot, GameMaker Studio

Tools: Git/GitHub, Jira, Excel, OBS Studio, Consoles & Dev-Kits.

Languages: English(C2/Fluent), Turkish(Native), German(B1), Polish(A2)

HOBBIES

Gaming: Avid gamer since age 4. Deep familiarity with RPG, Souls-like, Strategy, and FPS mechanics.

Activities: Modern Archery, Swimming, Dungeons & Dragons, Tabletop Games.