

# Aslı Ceren Hızır

Software Engineering Student

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## ABOUT ME

Enthusiastic and versatile software engineering student with strong skills in C#, C++, and Python. Passionate about game development, experienced in blockchain technologies, backend development, and web applications. Dedicated to continuous learning and eager to apply my knowledge across multiple fields of software engineering.

## PROFESSIONAL EXPERIENCE

### Game Programming Intern

Erik Games: August 2024 – November 2024

- Working on game mechanics using C++ in Unreal Engine 4, building a structured quest system, integrating a smooth user interface, and developing a reliable save system to keep player progress consistent.

### Software Engineering Intern

TURK AI: August 2023

- Developed a system to fetch and manage INTERPOL data using Python. Designed and implemented a PostgreSQL database, integrated RabbitMQ for messaging, and built a Flask-based web interface. Containerized the project using Docker for microservices compatibility.

### Game Programming Intern

gamegine games: March 2023 – July 2023

- Conducted market research, gained proficiency in Unreal Engine 5, participated in game design processes, prototyped gameplay mechanics using Blueprint, collaborated within a team environment, and managed project workflows using GitHub.

## EDUCATION

### Çankaya University | 2021 – Continuing | 100% Scholarship

Software Engineering

- Co-founded the Game Developers Community and attended game jams.
- Facilitated networking with industry professionals and developed small-scale games.
- Led blockchain projects and organized events to promote blockchain literacy.

### Gazi Anadolu High School | 2017 – 2021

- Participated in MUN conferences and debate clubs.
- Contributed to school events and academic competitions.

PROJECTS

Blockchain Based Certificate Management System

- Developed a decentralized digital certificate platform using Blockchain, IPFS, React, and Node.js. Implemented smart contracts and secure data management.

Bookstore Web Application

- Built a book favoriting app using React, Node.js, Express.js, and MongoDB with role-based access control.

Interpol Data Management System

- Designed a web system to fetch and display INTERPOL data using Python, PostgreSQL, RabbitMQ, Flask, and Docker.

Driving License Exam Simulation

- Developing an interactive simulation project using Unity, allowing users to prepare for the driving license exam through gamified scenarios. The application integrates a React-based frontend and a PostgreSQL database for user progress tracking and data management.

All my projects can be found on my Github account.

CERTIFICATES

Web3 Fundamentals | 2022

Given by Patika.dev

Unreal Engine 5 C++ Developer:  
Learn C++ & Make Video Games | 2023

Given by GameDev.tv

Advanced Python Programming from  
Scratch | 2023

Given by BTK Akademi

The Ultimate Guide to Game  
Development with Unity | 2024

Given by GameDev.tv

All my other certificates can be found on my LinkedIn profile.

RELEVANT  
SKILLS

- |                         |  |
|-------------------------|--|
| • C/C#/C++              | • Data Analytics                         |
| • Python                | • Computer Graphics                      |
| • React.js              | • Database Management                    |
| • Blockchain & Web3     | • Project Management & Teamwork          |
| • Unity & Unreal Engine | • Software Testing for Quality Assurance |

VOLUNTEER  
JOBS

TEGV | Educational Volunteers Foundation of Türkiye

2023 – 2024

- Conducting Scratch and algorithmic thinking classes for primary school students to enhance their digital literacy and adaptability to emerging technologies.