

BELİZ YAZICI

Junior Software Engineer

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SUMMARY

Junior software engineer with foundational knowledge in database management and SQL. Experienced in writing queries and working with MySQL to organize, manage, and analyze data. Specialties include data preprocessing and analysis, with motivation to contribute to building reliable data pipelines, ensuring data quality, and supporting analytics teams.

WORK EXPERIENCE

Data Analytics Engineering Trainee

2025/10 - Present

EPAM Systems (Remote)

Global

- Developed technical and communication skills in a fully English-speaking environment under the guidance of international mentors.
- Gained hands-on experience in database architecture, normalization, and relational modeling, working with keys, indexes, triggers, stored routines, and transactions to ensure data efficiency and integrity.
- Strengthened programming skills in Python (OOP, functions, modules) and used Git for version control and collaborative development.
- Demonstrated understanding of Agile principles, software development methodologies, and cloud computing fundamentals through practical assignments and assessments.
- Designed the logical data models of systems using Draw.io, ensuring clear entity relationships and normalization.
- Executed and managed database transactions in PostgreSQL using DBeaver and developed PL/pgSQL functions to automate processes, ensuring data integrity and improving operational efficiency.

Software Developer

2024/05 - 2025/01

Orris Academy (Freelance)

Izmir, Turkey

- Implemented and integrated APIs for three ongoing game projects using C#, ensuring seamless communication between front-end and back-end systems.
- Developed and designed the company's website using WordPress, utilizing pre-built themes and plugins to create a user-friendly, responsive design, enabling the company to receive online payments and generate revenue through the platform.

Game Developer Intern

2024/08 - 2024/09

Blay Games (On - Site)

Izmir, Turkey

- Fixed critical bugs in the published game "GOKA Street," improving game performance by 20% and leading to a 15% increase in positive player reviews.
- Created group structures in the game's database specifically designed for storing pivotal events; decreased query response time by 20%, contributing directly to optimized workflow management within the game development team's operations.

Game Developer Intern

2024/01 - 2024/02

Mafia Games (Remote)

Istanbul, Turkey

- Conceptualized and developed a 3D third-person game called 'Mind Mosaic' using Unity and C# in 20 days.

EDUCATION

BSc Software Engineering

2021 - 2025

Izmir University of Economics

Izmir, Turkey

- Graduation Project: Vision-Based Detection and Navigation for an Autonomous Restaurant Robot Using YOLO
 - Selected as one of the top 6 finalists in Turkey at the Young Brains, New Ideas (GBYF) competition with the graduation project, "Vision-Based Detection and Navigation for an Autonomous Restaurant Robot Using YOLO" on May 24th, 2025.
- Attained Honor Student status with a "3,05" GPA in the Fall Semester of 2022-2023.
- Achieved High Honor Student status with a "3,80" GPA in the Spring Semester of 2021-2022.

PROJECTS

Data Analysis of Job Loss Due To AI
MATH 485 Term Project

2025/05 - 2025/06

- Conducted data analysis on the impact of Artificial Intelligence across various industries using R and RStudio.
- Applied statistical methods such as the Spearman Correlation and Chi-Square Test of Independence to examine relationships between variables.

Vision-Based Detection and Navigation for an Autonomous Restaurant Robot Using YOLO
Graduation Project

2025/02 - 2025/06

- Performed digit and edge detection using YOLOv8 and OpenCV, applying deep learning techniques for accurate recognition.
- Flashed the operating system onto an SD card for Raspberry Pi 4 and installed the required SDKs.

Aura Vision
Lenovo AI Marathon Project

2025/04 - 2025/05

- Developed an AI-based generative model using libraries such as transformers and deepface to create dynamic advertisement content for Lenovo’s “Your Aura is Unlimited” campaign, focusing on increasing engagement through data-driven personalization.

Predictive Modeling with Ensemble Learning on Process Data
CE 475 Term Project

2025/04 - 2025/05

- Constructed an ensemble learning regression model using Python (XGBoost, LightGBM, CatBoost, Random Forest) with outlier removal, feature engineering, and data augmentation. Achieved high accuracy and exported predictions to Excel for final reporting.

Low-Cost Smart Flash Flood Early Warning System for Mobile Deployment (F.E.W)
FENG 497 Final Project

2024/10 - 2025/01

- Implemented a flood warning system using Arduino sensors and deployed data to trigger color-coded risk alerts.
- Conducted rainfall estimation through curve fitting to enhance accuracy in predicting flood levels, completed within four months.

Ders Odam
BTK Akademi Hackathon 2024 Project

2024/10 - 2024/11

- Developed an educational website for middle school students with a chatbot powered by Gemini AI and YouTube Data API integration, completing the project in seven days.

CERTIFICATIONS

Python Bootcamp Global AI Hub	Deep Learning Bootcamp Global AI Hub
Data Analysis Bootcamp Global AI Hub	Project Management Google
AI Fundamentals with IBM SkillsBuild Cisco	IELTS Academic English Certificate IELTS
Basic Occupational Health and Safety IUE	ETL and ELT in Python DataCamp

SKILLS

Programming Languages: Python, SQL, R, Java

Frameworks: Pandas, Numpy, Scikit-Learn, Matplotlib

Tools: Microsoft Office (Excel, Word, PowerPoint, Teams), MySQL, RStudio, Enterprise Architect, Git Bash, PostgreSQL, DBeaver

VOLUNTEERING EXPERIENCE

Student Mentor
Izmir University of Economics

2023/08 - 2024/02
Izmir, Turkey

- Coordinated a comprehensive orientation program tailored to first-year students, incorporating academic advising and social engagement, which resulted in a 25% reduction in first-year anxiety and an increase in motivation during the critical adaptation period.

LANGUAGES

• Turkish - Native

• English - B2

• Greek - A2