

# BELİZ YAZICI

Junior Software Engineer

Izmir, Turkey | [belizyazici09@gmail.com](mailto:belizyazici09@gmail.com) | <https://www.linkedin.com/in/belizyazici> | <https://github.com/belizyazici> | <https://belizyazici.github.io>

## 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)

Izmir, Turkey

- 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 assessments.

### 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

## PROJECTS

### Aura Vision

2025/04 - 2025/05

Lenovo AI Marathon Project

- 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.

### Data Analysis of Job Loss Due To AI

2025/04 - 2025/05

MATH 485 Term Project

- 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.

## Predictive Modeling with Ensemble Learning on Process Data

2025/04 - 2025/05

### CE 475 Term Project

- 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.

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

2025/02 - 2025/05

### Graduation Project

- 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.

## Low-Cost Smart Flash Flood Early Warning System for Mobile Deployment (F.E.W)

2024/10 - 2025/01

### FENG 497 Final Project

- 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

2024/10 - 2024/11

### BTK Akademi Hackathon 2024 Project

- 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

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**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

**Intermediate SQL** | DataCamp

## SKILLS

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**Programming Languages:** Python, SQL, R, Java

**Frameworks:** Pandas, Numpy, Scikit-Learn, Matplotlib

**Tools:** Microsoft Excel, MySQL, RStudio, Enterprise Architect, Git

## VOLUNTEERING EXPERIENCE

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### Student Mentor

2023/08 - 2024/02

Izmir University of Economics

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.

## KEY ACHIEVEMENTS

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★ Selected as one of the **top 6 finalists** 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.

## LANGUAGES

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• Turkish - Native

• English - B2

• Greek - A2