

# BELIZ YAZICI

Software Engineering Student

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## SUMMARY

A senior-year software engineering student passionate about developing innovative products. Bachelor's education includes coursework in **Data Structures and Algorithms**, **Object-Oriented Programming**, **Data Science**, **Databases**, **Software Architecture**, and **Game Development**, with projects developed based on these concepts. Hands-on experience in **C#**, **Java**, and **Python**. Experience working with **Project Management** principles such as **Agile** and **Scrum**, actively contributing to project documentation. Additionally, leadership roles have been taken in a game company, along with serving as a voluntary student mentor at university to enhance soft skills and gain new experiences.

## EXPERIENCE

### Volunteer Game Developer

2024/05 - Present

Orris Academy (Freelance)

Turkey

- Served as Key Project Member for an upcoming game, managing the design team, coordinating cross-department efforts, and creating cohesive, high-quality level designs in 2 weeks.
- Implemented and integrated APIs for three ongoing game projects and company website, ensuring seamless communication between front-end and back-end systems.
- Customized the company's website using WordPress, utilizing pre-built themes and plugins to create a user-friendly, responsive design. Managed site layout and content organization, resulting in a 30% improvement in page load speed and a 25% increase in user engagement through effective plugin usage.

### 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 innovative 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

### B.Sc. Software Engineering

2021 - 2025

Izmir University of Economics

Izmir, Turkey

## PROJECTS

### Ders Odam

Hackathon'24 Project

- Developed an educational website for middle school students, integrating a Generative AI API for chatbot functionality and utilizing the YouTube Data API for video content. Completed the project within seven days, enhancing student engagement through interactive AI-driven resources.

### Virus Vanguard

SE 330 Final Project

- Engineered AI pathfinding algorithms using NavMesh, allowing infected NPCs to navigate complex environments with a 95% success rate in pursuing players and healthy individuals during gameplay sessions.

## CERTIFICATIONS

Python Bootcamp | Global AI Hub

Deep Learning Bootcamp (In Progress) | Global AI Hub

Project Management | Google

C1 Level English Certificate | EF SET

## SKILLS

• **Languages:** Python, SQL, Java, C#

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

• **Tools:** Excel, MySQL, Unity

## VOLUNTEERING EXPERIENCE

### 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.

## ACTIVITIES

**Competitions:** Oyun ve Uygulama Akademisi (OUA) Game Jam'24, OUA AI Integrated Game Jam'24, Hackathon'24

**Club Memberships:** Software Community (ISC), Computer and Technology Community, Latin Dance Club

## KEY ACHIEVEMENTS

★ Attained **Honor Student** status for the Fall Semester of 2022-2023.

★ Achieved **High Honor Student** status for the Spring Semester of 2021-2022.

## LANGUAGES

• Turkish - Native

• English - Fluent

• Greek - Beginner