

BELİZ YAZICI

Software Engineering Intern

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SUMMARY

Senior software engineering student skilled in applying software development principles, including algorithm design and coding. Education covers **Data Structures**, **OOP**, **Data Science**, **Databases**, and **Software Architecture**, with related projects. Focused on **AI/ML technologies**, developing projects to deepen expertise in data-driven solutions. Hands-on experience in **Python** and **SQL**, combined with familiarity in **Agile** and **Scrum methodologies**, actively contributing to project documentation and execution. Additionally, leadership experience includes mentoring junior students at university and contributing to collaborative environments, fostering both technical and interpersonal growth.

EDUCATION

BSc Software Engineering 2021 - 2025
Izmir University of Economics Izmir, Turkey
• Proficiency in English (PIE) Test Score: 95

EXPERIENCE

Volunteer Software Developer 2024/05 - 2025/01
Orris Academy (Freelance) Turkey
• Implemented and integrated APIs for three ongoing game projects, ensuring seamless communication between front-end and back-end systems.

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.

PROJECTS

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.

Virus Vanguard 2024/03 - 2024/06
SE 330 Term 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 Global AI Hub
Data Analysis Bootcamp Global AI Hub	Project Management Google
C1 Level English Certificate EF SET	Version Controls: Git and GitHub BTK Akademi

SKILLS

• Languages: Python, SQL	• Tools: Excel, MySQL
• Frameworks: Pandas, Numpy, Scikit-Learn, Matplotlib, TensorFlow	

VOLUNTEERING EXPERIENCE

Trainee 2024/09 - 2024/11
Global AI Hub Turkey
• Completed three months of training in Machine Learning, Deep Learning, and Data Analysis, developing ML models and conducting data analysis.

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

★ 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

• Turkish - Native	• English - C1	• Greek - A2
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