

BELIZ YAZICI

Software Engineering Student

+905358532058 | Izmir, Turkey | belizyazici09@gmail.com | <https://www.linkedin.com/in/belizyazici> | <https://github.com/belizyazici> | <https://belizyazici.github.io>

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.

EDUCATION

B.Sc. Software Engineering 2021 - 2025
Izmir University of Economics Izmir, Turkey

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, 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.

PROJECTS

Ders Odam
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
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
Project Management | Google

Deep Learning Bootcamp | Global AI Hub
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 2024

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 - C1

• Greek - A2