# Faik Albayrak

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#### Profile

Experienced backend developer with a strong background in designing and implementing scalable APIs to support large user bases in the gaming industry. Successfully developed and maintained backend systems capable of handling high traffic and ensuring reliable performance for thousands of concurrent users. Proficient in building distributed systems and optimizing data flow processes to meet the demands of real-time applications. A results-driven professional dedicated to delivering robust and efficient backend solutions that enhance user experience and system reliability.

#### **Work Experience** —

#### Software Developer No Surrender

📛 09/2022 - present 🖓 İSTANBUL, TÜRKIYE

- Designed scalable backend architectures for gaming platforms.
- I worked on server authorized multiplayer game systems with Photon Bolt.
- Developed high-performance APIs using Go.
- · Created and maintained automated tests for backend services.
- Managed and deployed applications on Google Cloud Kubernetes.
- Ensured backend reliability and scalability in real-time environments.
- I worked and improved myself in version control and project management systems such as Git and Jira.

### Software developer Mad Byte Games

Ħ 06/2022 - 09/2022 ♥ İSTANBUL, TÜRKIYE

• Zula is developed with the Acknex game engine and the Lite-C programming language. I integrated myself into C programming and developed various game service and mechanics.

#### Education

## Computer Engineering Sakarya University

□ 09/2018 - 05/2022 SAKARYA, TÜRKIYE

- Gained comprehensive knowledge in embedded systems, web development, mobile applications, processor architecture, and hardware design.
- Participated actively in university projects, collaborating with peers to design and implement innovative solutions.
- Developed a strong foundation in both software and hardware concepts through hands-on projects and academic training.
- Enhanced problem-solving skills and technical expertise by working on real-world applications during studies.

Skills ———————————————————————————————————				
Go	C#	DotNet	Unity Engine	
PostgreSQL	PlayFab			