Hasan Berk Yur

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EDUCATION

Technical University of Munich   Munich, Germany
B.Sc. in Informatics   *10/22 – Present*
- Relevant Coursework: Cyber Security, Networking, Games Engineering: Serious Games

Sankt Georgs-Kolleg Istanbul   Istanbul, Turkey
High School   *09/16 – 06/22*
- Entrance nationwide top 0.05%, graduated with Austrian university entrance qualification: Matura (Grade: 1.4)
- Pre-scientific dissertation on Computer Graphics

EXPERIENCE

StartUp Co-Founder   08/25 – Present
SınavKoç AI   *Istanbul, Turkey*
- I worked both for technical and management roles including web developing and marketing at SınavKoç AI.
- SınavKoç AI is an AI-powered online coaching platform designed to support high school students in Türkiye. The platform offers personalized study plans using data based on mock exam results provided by students, who are preparing for the university entrance exam YKS.

Event Organizer   05/20 – 08/20
Streetball Istanbul   *Istanbul, Turkey*
- My team organized and managed a community streetball tournament during the COVID-19 pandemic, overseeing logistics, communication, and event operations.

PROJECTS

Visualization and Analysis of the Burning Ship Fractal   Garching bei München, Germany
                                                                                      03/22 – 08/23

Implemented a high-performance Burning-Ship fractal renderer in C, including algorithmic optimizations, SIMD (SSE) parallelisation
- I developed a C-based implementation to visualize the Burning Ship fractal using complex number iteration.
- I implemented three different algorithms and compared them focusing on computational performance and visual accuracy.

Decryptive: A Detective Mystery Serious Game for Cryptography Education   Garching bei München, Germany
                                                                                      11/24 – 03/25

Applied game design, educational theory, and cryptography knowledge by creating a comprehensive concept and research paper for a cryptography serious game.
- My team designed a serious game called "Decryptive", a detective-style puzzle game for students who want to learn the basics of ancient, modern, and emerging cryptographic algorithms.
- I conducted a controlled user study comparing textbook-based learning with game-based learning to evaluate their educational impact and engagement.

Practical Course: iLab1 – Build Your Own Internet   Garching bei München, Germany
                                                                                      03/25 – 08/25

Built and administered complex network topologies across 6 Linux servers and Cisco routers
- I configured key Internet protocols such as SLAAC, OSPF dynamic routing, DNS & DNSSEC, TLS with HTTP, QUIC, WLAN encryption attacks and secure setups.
- I gained hands-on experience with packet analysis, security hardening, and Linux-based system management in a team-based environment.

SKILLS

Programming & Software Development: Assembly, C, C++, Bash, Makefile, Linux, Java, Python, Git, OCaml, SQL

Web & Backend Technologies: Flask, Django, Apache HTTP Server, REST API, HTML, CSS

Networking Tools & Debugging: Wireshark, tcpdump, iproute2, traceroute, dig, nslookup

Networking & Internet Protocols: IPv4/IPv6, SLAAC, DHCP, NAT, OSPF, Static/Dynamic Routing, DNS/DNSSEC, HTTP/HTTPS, TLS, QUIC, 802.1X, RADIUS, WLAN security

LANGUAGES

• Turkish (Native)

• English (C1)

• German (C1)