

MUHAMMED SAID UYAR

[✉ saidx35@gmail.com](mailto:saidx35@gmail.com) | [↗ msuyar.github.io/Portfolio](https://msuyar.github.io/Portfolio) | [/github.com/msuyar](https://github.com/msuyar) | ☎ +90 (546) 901-4118

EDUCATION

Goldsmith's London University

Bachelor of Science in Computer Science

London, UK

Graduation: estimated May 2026

Concentrations: BackEnd, Database Design, Artificial Intelligence & Machine Learning, Game Development

TECHNICAL SKILLS

Programming Languages : C#, Python, Java, TypeScript, JavaScript, SQL, C++, HTML,

Frameworks/Libraries : .NET, ASP.NET Core, ASP.NET MVC, ReactJS, Blazor, Next.js, Abp, Django, PyBullet, Numpy, Pandas

Tools : Git, Unity, Godot, Docker, Jira, Linear, AWS, PostgreSQL, SQLite

PROFESSIONAL EXPERIENCE

Quick & Quality

Kayseri, TR

ProjectHR - HR Management Platform

Kayseri, TR

Backend Developer / Team Lead

October 2025 – Present

- Selected as **Backend Team Lead** for the new ProjectHR initiative due to strong performance, architectural understanding, and ability to guide others.
- Lead a backend team of 3 developers, planning sprints, running technical meetings, performing code reviews, and ensuring the delivery of high-quality, maintainable features.
- Designed and implemented a full HR management system using **.NET 9, ABP Framework, PostgreSQL, and Docker**, supporting multi-tenant organizations.
- Implemented core modules including annual leave rules, organizational units, approval chains, transfer policies, and user onboarding flows.
- Improved codebase modularity by restructuring domain modules, enforcing clean architecture boundaries, and defining reusable abstractions.
- Designed entity relationships and enforced referential integrity via EF Core, ensuring consistent and reliable data across the platform.
- Managed migrations and provided onboarding documentation so all backend developers could maintain synchronized environments across Docker and PostgreSQL.

BackEnd Intern

May 2025 – October 2025

- Supported development of internal HR and operations tools using **.NET and PostgreSQL**.
- Helped implement and debug API endpoints for features like day-off management and employee workflows.
- Assisted with writing and running database migrations and working with **Docker** for local development.
- Collaborated with senior developers, learning code review, Git workflows, and basic CI/CD practices.

PROJECTS

ProjectHR - HR Management Platform

Kayseri, TR

Backend Developer / Team Lead

2025 – Present

- Built a modular HR platform using **.NET 9, ABP, and PostgreSQL** with multi-tenant support.
- Implemented features such as annual leave rules, organizational units, approvals, and user onboarding.
- Managed migrations and local Docker-based database setups for a 3-person backend team.
- Designed and documented **RESTful API endpoints** following clean architecture practices, ensuring consistent request/response models across the platform.

3D Real-Time Strategy / Tower Defense Game (Unity)

Personal Project

2024 – 2025

Gameplay Programmer / Systems Designer

- Developed an unreleased 3D tower-defense / real-time strategy hybrid inspired by Clash Royale-style card mechanics, featuring four distinct playstyles and faction behaviors.
- Implemented core gameplay systems including unit spawning, AI behaviors, pathfinding using **NavMesh**, resource management, and wave-based enemy logic.
- Built modular ability and card mechanics allowing dynamic unit deployment, cooldowns, and upgrade paths.
- Created tools and gameplay features using **state machines, ScriptableObject**s, event-driven architecture, and Unity's component system.
- Integrated 3D workflows such as shaders, animation controllers, and Unity's rendering pipeline to enhance visual feedback and game feel.
- Collaborated with designers and artists before project cancellation due to production constraints, maintaining a stable, scalable codebase for future continuation.

LEADERSHIP AND ACTIVITIES

Member : English Speaking Club (online / Instagram community)

Dungeon Master : Run long-term D&D campaigns, designing encounters, homebrew monsters, and narrative arcs.