



Tarik Bir

Nationality: Turkish **Date of birth:** 14/06/1991 **Phone number:** (+90) 5532827377

Email address: tarikbirr@gmail.com **LinkedIn:** <https://www.linkedin.com/in/tarik-bir/>

Website: <https://github.com/tarikbir> **Website:** <https://tharky.itch.io/>

Home: Ayvali Mah. 183 Sk. No:42 Kecioren / Ankara, 06010 Ankara (Türkiye)

ABOUT ME

I am a .NET/C# developer who is specialized in full-stack development and game development. I embarked on my programming journey at the age of 16 as a personal pursuit. I am seeking to leverage my expertise and passion for programming to contribute to the success of an innovative company.

WORK EXPERIENCE

Software Engineer

pvX [04/12/2023 – 02/05/2024]

City: Istanbul | **Country:** Türkiye | **Business or sector:** Professional, scientific and technical activities

- Used .NET Framework 4.8 to develop an AutoCAD Plugin for automatically building solar power plants.
- Leveraged .NET, C#, DevOps and tool development skills to maintain reliable and fast code.
- Took part in designing and moving the whole architecture to a web-based structure using common web technologies such as Kubernetes, Docker, .NET Core, etc.

Lead Game Developer

Nowhere Studios [07/03/2022 – 29/09/2023]

City: Istanbul | **Country:** Türkiye | **Business or sector:** Arts, entertainment and recreation

Link: <https://www.youtube.com/watch?v=a8xU4ttMOt4>

- Managed a team of 3 developers for the studio's latest 2.5D multiplayer survival crafting game project.
- Contributed significantly to game design by collaborating closely with the design team, providing valuable input.
- Designed and maintained complex systems within Unity Engine such as character animator, inventory manager, generic combat mechanics, skill system, resource loading, and more.
- Developed using libraries such as Mirror for network, FMOD for sound, Spine for 2D animations and Behaviour Designer for decision trees.
- Participated in code reviews and mentored newer members.
- Wrote various development tools such as scene management and cloud drive sync.

Software Engineer

Softtech [07/06/2021 – 05/03/2022]

City: Istanbul | **Country:** Türkiye | **Business or sector:** Financial and insurance activities

- Managed full-stack development responsibilities, leveraging C# to write and maintain SOAP services on the back end.
- Excelled in front-end scripting using an in-house language, ensuring seamless integration of user interfaces.
- Ensured data persistency through a financial operation.
- Proficiently used SQL for database management and Jira for task management.

Software Engineer

Inventiv (Multinet) [07/12/2020 – 05/06/2021]

City: Istanbul | **Country:** Türkiye | **Business or sector:** Accommodation and food service activities

- Managed full-stack development responsibilities, leveraging C# to write and maintain REST services.
- Excelled in front-end scripting using an in-house language and Razor, ensuring seamless integration of user interfaces.
- Proficiently used SQL and MongoDB for database management, Graylog for logging and RabbitMQ for message distribution.

Junior Software Engineer

Softtech [02/07/2018 – 10/05/2019]

City: Istanbul | Country: Türkiye | Business or sector: Financial and insurance activities

- Managed full-stack development responsibilities, leveraging C# and .NET 4.6 to write and maintain an ASP.NET web application.
- Developed and maintained a CRM application for ticketing and interacting with customers and employees.
- Proficiently used SQL for database management.

EDUCATION AND TRAINING

BE in Computer Engineering

Kocaeli University [05/09/2016 – 15/06/2020]

City: Kocaeli | Country: Türkiye | Final grade: 3.34

DIGITAL SKILLS

Professional

Creativity and Attention to Detail. / Teamwork & collaboration

Technical

C# / Unity Engine / Java / C++ / Lua / Git / Python / WPF / JavaScript / SQL

LANGUAGE SKILLS

Mother tongue(s): Turkish

Other language(s):

English

LISTENING C2 **READING** C2 **WRITING** C1

SPOKEN PRODUCTION C1 **SPOKEN INTERACTION** C1

German

LISTENING A1 **READING** A1 **WRITING** A1

SPOKEN PRODUCTION A1 **SPOKEN INTERACTION** A1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

RECOMMENDATIONS

Name: Hatef Ghani | Senior Full-stack Engineer

- Worked together in pvX.
- Designed the definitive version of pvX application together.

Email: hghani.official@gmail.com | Phone number: (+90) 5376486797

Name: Sema Sen | Unity Developer

- Worked together in Nowhere Studios.

Email: sam.semasen@gmail.com

DRIVING LICENCE

Driving Licence: B

PUBLICATIONS

[2017]

Imputation of Missing Data for Network Intrusion Detection In data mining, occurrence of missing values in the data to be analyzed is a common issue. Ignoring these missing values, which arise from various reasons, results in failure to perform the analyses on the data in an accurate manner. Therefore, in data mining, it is necessary to identify and correct the missing values before conducting the analyses. Many methods have been developed for this purpose. In this study, synthetic missing values at various ratios were generated on the KDD Cup 99 dataset and Least Square, Naive Bayes, Hot Deck Imputation and Most Frequent Value methods were used to recover those missing values.

Mehmet Ali Altuncu, Hikmetcan Ozcan, Tarik Bir, Fidan Kaya Gulagiz, Suhap Sahin