

Yavuz Altay

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Education

Gazi University Computer Engineering, Faculty of Technology 4th Year Student CGPA: 2.73	Ankara, Turkey 2022–Present
Mustafa Hakan Güvençer Science High School	Ankara, Turkey 2017–2021

Experience

Energy Market Regulatory Authority (EMRA – EPDK) IT Intern	Ankara, Turkey February 2026 – May 2026
<ul style="list-style-type: none">Deployed and configured a Zabbix monitoring server to track the health and performance of Linux and Windows servers; integrated Telegram-based alerting for real-time notifications on critical system events.Set up and administered core infrastructure services including DNS, NTP, Pi-hole (network-wide ad and DNS filtering), and Wazuh (open-source SIEM and intrusion detection).Conducted vulnerability assessment and penetration testing exercises using Kali Linux against DVWA (Damn Vulnerable Web Application), gaining hands-on experience with common web attack vectors.	

MagicLab Game Technologies Game Developer Intern	Ankara, Turkey June 2025 – July 2025
<ul style="list-style-type: none">Worked with advanced Unity C# development topics, including object-oriented programming, UI architecture, custom editor tools, event systems, design patterns, and clean C# coding standards.Developed a 3D puzzle game called <i>MagicTap</i> as part of the internship case study.Designed and implemented a custom level creation tool to streamline puzzle generation for the game.	

Gazi University Part-Time IT Support	Ankara, Turkey November 2024 – July 2025
<ul style="list-style-type: none">Maintained and troubleshooted university computers.Installed and configured OS, software, and hardware in labs.	

Game Circle Game Development Program Participant	Ankara, Turkey October 2024 – November 2024
<ul style="list-style-type: none">Developed "Unscrew It! 3D", an interactive puzzle game with a Game Artist.Contributed to mechanics, level design, and optimization.Gained experience in Unity, 3D modeling pipelines, and gameplay balancing.	

Duuby Games Game Developer Intern	Remote June 2024 – July 2024
<ul style="list-style-type: none">Reported minor bugs and collaborated with QA testers for smoother gameplay.Researched UI/UX best practices to improve in-game interfaces.Supported level designers by adjusting object placements and checking for inconsistencies.	

Leadership & Activities

Google AI and Technology Academy Program Participant	Remote December 2024 – August 2025
<ul style="list-style-type: none">Completed comprehensive AI-integrated game development programParticipated in competitive Game Jam event and earned multiple specialized certificates	
Gazi Digital Game Design Community Board Member	Ankara, Turkey September 2024 – Present

- Participated in Tea Talk events and organized networking meetings with industry professionals.
- Served as the lead coordinator for the DOGE (DOTT Game Development Program).

Certifications

Google (via Coursera)

2025

Google Project Management Professional Certificate

- Skills: Project Initiation, Planning, Execution, Agile Methodologies, Scrum. Completed a six-course program covering the project lifecycle and stakeholder management.

BTK Akademi

2025

Version Control: Git and GitHub

- Skills: Version Control Principles, Branching, Merging, GitHub. Focused on fundamentals of distributed version control systems and modern software development workflows.

Skills & Interests

Technical: Python (Intermediate), C# (Upper-Intermediate), Java (Intermediate), Docker, Linux, Git, GitHub
Language: Turkish (Native), English (B2)