UGUR INANC

Computer Engineer | Game Developer | IT Security Enthusiast

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PROFESSIONAL SUMMARY

Security-minded Game Developer and Computer Engineer with 6+ years' experience designing and operating Linux-based backend services **and** building visually rich, cross-platform games. Proven track record in log analysis, access control, ISO 27001/GDPR alignment, and optimising performance with technologies such as DLSS and NvRTX. Adept at bridging software development and security operations to deliver resilient systems that meet business and compliance requirements.

KEY SKILLS

- **Programming & Scripting:** Python, PowerShell, Java, C++, C#, SQL, Bash
- **Security Platforms:** Elastic Stack/Wazuh SIEM, Microsoft Sentinel & Defender XDR, Suricata IDS, OSSEC, Fail2ban
- **Automation & Reporting:** Logic Apps (playbook prototypes), Power BI (dashboarding), auto-generated incident reports (Markdown → PowerPoint)
- **Frameworks & Methodologies:** MITRE ATT&CK mapping, ISO 27001 controls, ITIL change management, Agile/Scrum
- **Systems & Infrastructure:** Linux (Ubuntu, Debian), Windows Server 2019, Docker, Docker-Compose, Proxmox VE/KVM, VMware Workstation
- **Networking:** TCP/IP, VLAN segmentation, Cisco IOS/ASA, pfSense firewalls, VPN (IPsec/WireGuard)
- **Databases & Data:** MySQL, PostgreSQL, Redis, database hardening & backup encryption
- **Cloud & DevOps:** Git, GitHub Actions CI/CD, AWS (EC2, S3, IAM), Infrastructure as Code (Ansible)
- **Game Development:** Unity (C#), Unreal Engine 5 (C++/Blueprints), Level Design, DLSS, NvRTX, Quixel Megascans, Epic Fab
- **Soft Skills:** Technical presentation (PowerPoint), cross-functional communication, English (C1)

PROFESSIONAL EXPERIENCE

Hiraru Games - Game Developer

Jan 2025 - Present

- Created and iterated on 2D/3D levels, balancing difficulty curves and reinforcing visual storytelling.
- Implemented and fine-tuned core gameplay loops in Unity (C#) and Unreal (C++/Blueprints).
- Integrated assets from Quixel Megascans and Epic Fab, optimised materials, LODs, and memory footprint.
- Leveraged Nvidia NvRTX ray tracing and DLSS upscaling to deliver next-gen visuals while maintaining target frame rates.
- Diagnosed and fixed critical bugs using Jira; improved build stability and performance.
- Authored manual and automated test cases, collaborating with QA to accelerate release cycles.
- Acted as a cross-functional "middle man," assisting with scripting, asset integration, documentation, and sprint planning.

PORTUMA - Backend & Security Engineer

Sep 2022 - Aug 2023

- Operated a small internal SOC: forwarded logs to Elastic Stack/Wazuh, tuned detection rules; analysed ~50 security events/week and escalated confirmed incidents.
- Deployed and hardened Ubuntu servers following CIS benchmarks; automated patching and encrypted off-site backups.
- Built a three-node Proxmox cluster; configured VLAN segmentation and snapshot rollbacks, reducing mean recovery time by **40 %**.
- Created a Power BI dashboard visualising Wazuh alert trends and auto-emailing weekly summaries to the CTO.
- Collaborated with DPO to document GDPR data-flow diagrams and ISO 27001 Annex A control mappings ahead of external audit.

UBIT Information Technologies - Software Developer

Jul 2022 - Sep 2022

- Wrote PowerShell and Logic Apps PoC scripts to automate incident enrichment for a client-hosted Microsoft Sentinel instance.
- Designed a secure data-collection module using PostgreSQL pgcrypto encryption at rest; reduced sensitive data exposure risk by **70 %**.
- Authored technical documentation aligning project processes with ISO 27001 §12 (Operations Security).

Voodoo Software - Web Developer

Jan 2021 - Dec 2021

- Maintained Java-based web applications and WordPress sites serving **20 k+** monthly users.
- Implemented network monitoring with Nagios and quarterly vulnerability scans (OpenVAS),

resolving **90 %** of critical findings within SLA.
• Provided Tier-2 support and drafted hardening guides for small-office routers & switches.

EDUCATION

Master of Science, Information Technologies for Business
  • WSB Merito University, Bydgoszcz (2023 - Present) GPA 4.71/5

Bachelor of Science, Computer Engineering

  • İnönü University (2017 - 2022) GPA 2.86/4

PERSONAL PROJECTS

• **DiscordAI** - Llama 3.3-powered Discord bot with role-based access, deployed in Docker with automated security scans (Trivy).
• **RTXBird** - Unreal Engine 5 game featuring DLSS & AI steering; integrated crash telemetry sent to Elastic for analytics.
• **Chia Plot Scanner** - Java-based tool detecting corrupted blockchain plots; introduced local signing to prevent tampering.

LANGUAGES

Turkish (Native) | English (Fluent) | Polish (Beginner) | German (Beginner)

REFERENCES

Hiraru Games
  • Arda Fidancı | +90 537 685 54 24 | linkedin.com/in/arda-fidanci
  • Faruk Özşahin | +90 535 077 77 51 | linkedin.com/in/faruk-ozsahin

UBIT Information Technologies

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Voodoo Software

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DATA PROCESSING CONSENT

"I hereby give consent for my personal data included in my application to be processed for the purposes of the recruitment process under the Personal Data Protection Act as of 29 August 1997 consolidated text: Journal of Laws 2002 item 1182 as amended."