

# UGUR INANC

## Game Developer (Unreal Engine 5 / C++) | Backend & Security Engineer

Warsaw, Poland | +48 573 778 664 | [ugurinanc1@gmail.com](mailto:ugurinanc1@gmail.com)

[linkedin.com/in/ugur-inanc](https://www.linkedin.com/in/ugur-inanc) | [github.com/UgurInanc12](https://github.com/UgurInanc12) | [ugurinanc.com](https://www.ugurinanc.com)



### SUMMARY

Game Developer and Computer Engineer with 6+ years of experience building gameplay systems in Unreal Engine 5 (C++/Blueprints) and Unity, plus a strong background in Linux backend, DevOps, and security operations. Hands-on with performance optimisation (profiling, LOD/material/VRAM, DLSS, NvRTX) and SIEM-driven incident triage.

### CORE SKILLS

- Unreal Engine 5 (C++/Blueprints), Unity (C#), gameplay systems, level design, profiling & optimisation (LOD/material/VRAM), DLSS, NvRTX, Jira
- C++, Python, C#, Java, SQL, Bash, PowerShell; Git/GitHub Actions
- Linux (Ubuntu/Debian), Docker/Compose, Proxmox/KVM, AWS (EC2/S3/IAM)
- Elastic Stack/Wazuh, Microsoft Sentinel & Defender XDR, Suricata; CIS hardening; GDPR/ISO 27001 support

### EXPERIENCE

#### Hiraru Games - Game Developer

Jan 2025 - Present

- Implemented core gameplay systems in UE5 (C++/Blueprints) and Unity (C#); iterated levels and mechanics.
- Optimised performance and visuals via profiling, materials/LODs, memory/VRAM tuning; applied DLSS and NvRTX ray tracing.
- Fixed critical bugs (Jira), supported QA with test cases, and collaborated across disciplines (assets, scripting, docs).
- Integrated Quixel Megascans/Epic Fab assets and ensured build stability across iterations.

#### PORTUMA - Backend & Security Engineer

Sep 2022 - Aug 2023

- Operated Elastic Stack/Wazuh monitoring: log forwarding, detection tuning, and incident triage (~50 events/week).
- Hardened Ubuntu servers following CIS benchmarks; automated patching and encrypted/off-site backups.
- Built a 3-node Proxmox cluster with VLAN segmentation and snapshot rollbacks; reduced mean recovery time by ~40%.
- Created reporting (Power BI) for security trends and supported GDPR/ISO 27001 audit documentation.

#### Earlier roles

- UBIT Information Technologies - Software Developer (Jul-Sep 2022): automated Microsoft Sentinel enrichment (PowerShell, Logic Apps); PostgreSQL pgcrypto module; reduced sensitive-data exposure risk (~70%).
- Voodoo Software - Web Developer (Jan-Dec 2021): maintained Java web apps/WordPress (20k+ monthly users); monitoring with Nagios; vulnerability scans with OpenVAS (resolved ~90% critical findings within SLA).

### SELECTED PROJECTS (GITHUB)

- PureGPU3D: Windows 2D-to-3D SBS VR converter with FFmpeg pipeline, CUDA (CuPy) depth kernel, audio passthrough, and Gradio UI/CLI.
- svn-unlocker: PowerShell tool to break stuck SVN locks; UE-optimised scan for .uasset/.umap/.utexture/.uplugin files.
- UpscaleAndCompress: batch texture upscaling + compression using Upscayl and NVIDIA Texture Tools.
- PNGtoDDS / DDS\_converter: texture conversion utilities (PNG<->DDS) with BC5 compression workflows.
- DiscordAI: Python Discord bot that runs AI in the background (handlers, command routing).

### EDUCATION

- MSc, Information Technologies for Business - WSB Merito University, Bydgoszcz (2023 - Present) | GPA: 4.71/5
- BSc, Computer Engineering - Inonu University (2017 - 2022) | GPA: 2.86/4

### LANGUAGES

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

Wyrażam zgodę na przetwarzanie moich danych osobowych w celu prowadzenia rekrutacji (RODO/GDPR).