

# UGUR INANC

Computer Engineer | Game Developer | IT Security Enthusiast

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## PROFESSIONAL EXPERTISE

- Unreal Engine 5 and Unity gameplay systems, optimization, DLSS, NvRTX ray tracing
- Linux backend services, containerization, and infrastructure hardening
- Security operations: SIEM telemetry, detection tuning, incident triage, compliance alignment
- Automation and reporting: dashboards, playbooks, CI workflows

## KEY SKILLS

- **Programming:** Python, C++, C#, Java, SQL, Bash
- **Security & SIEM:** Elastic Stack/Wazuh, Microsoft Sentinel, Defender XDR, Suricata
- **Systems/DevOps:** Linux, Docker/Compose, Proxmox/KVM, Git/GitHub Actions, AWS (EC2/S3/IAM)
- **Game Tech:** UE5 (C++/Blueprints), Unity (C#), profiling, LOD/material/VRAM optimization

## PROFESSIONAL EXPERIENCE

### Hiraru Games | Game Developer

Jan 2025 – Present

- UE5/Unity gameplay systems and performance work (**DLSS/NvRTX**); asset/LOD/VRAM optimization.

### PORTUMA | Backend & Security Engineer

Sep 2022 – Aug 2023

- Elastic/Wazuh monitoring and detection tuning; incident triage.
- CIS-aligned hardening, patching, encrypted backups; Proxmox VLANs and snapshots.

**Earlier:** UBIT Information Technologies (Software Developer, July–Sep 2022) — Automated Microsoft Sentinel (PowerShell, Logic Apps) and managed secure data (PostgreSQL pgcrypto). Voodoo Software (Web Developer, Jan–Dec 2021) — Developed Java web applications and handled monitoring/vulnerability scanning.

## EDUCATION

**MSc, Information Technologies for Business** – WSB Merito University, Bydgoszcz (2023 – Present) | GPA: 4.71/5

**BSc, Computer Engineering** – İnönü University (2017 – 2022) | GPA: 2.86/4

## LANGUAGES

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

**Consent:** I consent to the processing of my personal data for recruitment purposes.