

# UGUR INANC

Computer Engineer | AI, Backend & Security Engineer | Game Developer

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## SUMMARY

Computer Engineer with 7+ years of experience in software engineering, AI/ML, backend development, cybersecurity, and cloud infrastructure. Proficient in Python, C++, Linux, Docker, AWS, and modern observability and security platforms. Experienced in building scalable applications, automation solutions, and data-driven systems, with additional expertise in Unreal Engine 5 and Unity development.

## SKILLS

- AI/ML & Intelligent Systems: PyTorch, Hugging Face, LLM Fine-tuning, RAG, Prompt Engineering, CUDA, OpenCL, CuPy, OpenCLAW Automation
- Software Engineering & Programming: Python, C++, C#, Java, JavaScript, SQL, Bash, PowerShell, Dart, Flutter, Git, GitHub Actions
- Backend, Cloud & Security: Linux, Docker/Compose, AWS, Proxmox/KVM, Microservices, Elastic Stack, Wazuh, Microsoft Sentinel, Defender XDR, Suricata, Grafana, InfluxDB, GDPR, ISO 27001
- Automation & Tools: Selenium, Playwright, FFmpeg, Gradio, Jira
- Game Development: Unreal Engine 5 (C++/Blueprints), Unity (C#), Gameplay Systems, Level Design, Profiling & Optimisation, DLSS, NvRTX

## EXPERIENCE

### Lionbridge Games – Software Test Associate (Contract) Apr 2026 - June 2026

- Conducting comprehensive functional and exploratory testing across diverse game titles and software applications.
- Identifying, reporting, and tracking software defects using Jira and industry-standard bug tracking workflows.
- Executing rigorous test cases and supporting end-to-end QA processes to ensure build stability and quality.
- Utilizing proprietary internal testing utilities and platforms while maintaining strict adherence to NDA protocols.

### Hiraru Games - Game Developer Jan 2025 - Feb 2026

- 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.

### UBIT Information Technologies - Software Developer Jul 2022 - Sep 2022

- Automated Microsoft Sentinel enrichment workflows (PowerShell, Logic Apps) and implemented PostgreSQL pgcrypto; reduced sensitive-data exposure risk by ~70%.

## SELECTED PROJECTS (GITHUB)

- [PureGPU3D](#) | [DiscordAI](#) | [Flutter ChatAPP](#)

## EDUCATION

- MSc, Information Technologies for Business - WSB Merito University, Bydgoszcz (2023 - 2026) | GPA: 4.83/5
- 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 dla potrzeb rekrutacji (zgodnie z art. 6 ust. 1 lit. a Rozporządzenia Parlamentu Europejskiego i Rady (UE) 2016/679 z dnia 27 kwietnia 2016 r. w sprawie ochrony osób fizycznych w związku z przetwarzaniem danych osobowych i w sprawie swobodnego przepływu takich danych oraz uchylenia dyrektywy 95/46/WE).