

Sami Uysal

JR. GAME DEVELOPER

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Summary

Game development enthusiast and Computer Engineering student with a strong foundation in C++ and Unreal Engine. I am dedicated to utilizing my technical acumen in object-oriented programming and gameplay systems to create high-quality products. As a collaborative team player, my focus is on developing rewarding gaming experiences within a professional environment.

Skills & abilities

Networking	Linux
Unreal Engine	C++
Git	Communication

Experience

Kastamonu University | IT Assistant **Mar 2025 - Now**

ADEO Cyber Security | Cyber Security Internship **Jul 2024 - Aug 2024**

I improved my Burp Suite skills by solving PortSwigger labs. During this process, I also gained insight into what a professional company environment is like.

GDG on Campus Kastamonu University | Core Team **Oct 2022 - Jul 2024**

Lamadna Games | Game Developer **Oct 2020 - Mar 2024**

I started by using the Unreal Engine Blueprint system, which gave me the opportunity to develop both in the Blueprint system and in C++. Working with a great team, I learned how to collaborate harmoniously with my teammates.

Education

Kastamonu University **2021 - 2026**

Bachelor's degree | Computer Engineering

Certificate

[Google](#) – Operating Systems and You: Becoming a Power User

[Google](#) – The Bits and Bytes of Computer Networking

[Global AI Hub](#) – Version Control Systems & Portfolio

[IBM](#) – Introduction to Cybersecurity Tools & Cyber Attacks

[Cisco](#) – Networking Essentials

[TryHackMe](#) – Jr Penetration Tester