

# Faik Albayrak

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## Profile

I am a Computer Engineer whose priority is always to improve himself and diversify his problem-solving skills. From my school life to the end of my current experiences, I have worked in many areas and produced solutions. I have never limited myself and have continued to research constantly, and I will continue to do so in the future.

## Work Experience

### Software Developer

#### No Surrender

📅 09/2022 - 02/2025 📍 İSTANBUL, TÜRKİYE

- Designed scalable backend architectures for gaming platforms.
- I worked on server authorized multiplayer game systems with Photon Bolt.
- I developed various systems for mobile platforms with the Unity game engine and C# programming language. For example, game modes, payment systems, notification systems, clan system, friendship system.
- I built and tested it on various platforms, for example IOS, Android and Windows.
- I worked in iOS and Android testing environments, such as Testflight and Google Developer Console.
- I am proficient in all game publishing and store page creation processes with Steamworks.
- I worked and improved myself in version control and project management systems such as Git and Jira.

### Software developer

#### Mad Byte Games

📅 06/2022 - 09/2022 📍 İSTANBUL, TÜRKİYE

- Zula is developed with the Acknex game engine and the Lite-C programming language. I integrated myself into C programming and developed various game service and mechanics.

## Education

### Computer Engineering

#### Sakarya University

📅 09/2018 - 05/2022 📍 SAKARYA, TÜRKİYE

- Gained comprehensive knowledge in embedded systems, web development, mobile applications, processor architecture, and hardware design.
- Participated actively in university projects, collaborating with peers to design and implement innovative solutions.
- Developed a strong foundation in both software and hardware concepts through hands-on projects and academic training.
- Enhanced problem-solving skills and technical expertise by working on real-world applications during studies.

## Skills

C#

DotNet

Unity Engine

PostgreSQL

PlayFab

Python

Image Processing

Problem Solving