



Altay Mehmet Yaprak

Date of birth: 16/03/2001 | **Place of birth:** Quimper/ France | **Nationality:** Turkish | **Gender:** Male |

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devalty.com/portfolio/index.php | **GitHub:** <https://github.com/Altayy16>

WORK EXPERIENCE

SOFTWARE INTERNSHIP • INTERN • UYUMSOFT

- Developed a fully functional website using ASP.NET MVC and C# from the ground up during the internship.
- Utilized SQL databases to design and implement data storage solutions supporting the web application.
- Implemented responsive web design techniques using HTML, CSS, and JavaScript to enhance user experience across devices.
- **What was taught:** ASP.NET MVC • C# • SQL • HTML • CSS • JS

BUSINESS INTELLIGENCE AND REPORTING INTERNSHIP • INTERN • BEYAZ YAZILIM

- Developed automated data extraction scripts using Oracle SQL to enhance reporting efficiency.
- Assisted in the configuration and deployment of EBYS (Electronic Document Management System) functionalities.
- **What was taught :** ORACLE SQL • FASTREPORT • EXCEL

PROCUREMENT INTERN • INTERN• IOM (INTERNATIONAL ORGANIZATION FOR MIGRATION)

- Prepared detailed procurement reports and dashboards using advanced Excel functions to monitor expenditure and supplier performance.
- Supported the procurement team by collecting and analyzing vendor data to optimize purchasing decisions.
- Conducted market research to identify potential suppliers and provided recommendations based on cost and quality analysis.
- Developed a comprehensive understanding of UN procurement procedures and compliance requirements during the internship.
- **Technologies used :** MSOffice • WAVE(ERP system of the UN)

EDUCATION AND TRAINING

BACHELOR OF COMPUTER ENGINEERING Haliç University

Field of study Computer Engineering

ARTIFICIAL INTELLIGENCE COURSE ELEMENTS OF AI

- Learned fundamental concepts of artificial intelligence including machine learning, neural networks, and data analysis.
- Completed practical exercises on building basic AI models using Python programming language.
- **What was taught:** PYTHON• IA Basics

MOBILE GAMES WITH UNITY Udemy

- Developed interactive mobile game prototypes using Unity and C# focusing on gameplay mechanics and user engagement.
- Implemented advanced input controls in Unity to support various mobile device sensors and touch interactions.
- **What was taught:** C#• Unity Engine

LANGUAGE SKILLS

Mother tongue(s): **FRENCH** | **TURKISH**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C2	C2	C1	C1	C1

SKILLS

PHP | Laravel | C# | SQL | ASP.NET | Unity (digital game creation systems) | HTML (Basics) | CSS | JavaScript | Oracle Sql | CSS and JS Frameworks (e.g., Vue, Bootstrap) | Vue.js | Linux Container (Docker) | Git/Github, Docker, Gitlab | API | Websocket | Linux | understand written English | Redis | French | database management systems | write English | understand spoken English

PROJECTS

CURRENT

Fool's Gold

- **Full-Stack Development:** Designed and developed a real-time multiplayer web-based card game centered on bluffing, bidding, and artifact collection, utilizing **Vue.js** for a dynamic frontend and **Laravel** for a robust backend API.
- **Real-Time Architecture & Performance:** Engineered low-latency, seamless multiplayer synchronization and live game-state updates utilizing **WebSockets**, highly optimizing data payloads to ensure minimum mobile data consumption, and implemented a high-performance **Redis**-based leaderboard system for global competitive ranking.
- **Complex Game Logic:** Programmed intricate gameplay mechanics, including rotating core roles (Merchant, Bidder), specialized character abilities, and a dynamic "Tactics" deck that introduces deep economic and strategic layers to the core bluffing loop.
- **Monetization & In-App Economy:** Integrated **RevenueCat** to architect and manage cross-platform in-app purchases (IAP), ensuring secure transaction validation, real-time user entitlement syncing, and a seamless connection to mobile storefront economies.
- **Visual Development & Localization:** Integrated dynamic **3D character** models into the frontend to serve as highly customizable player avatars, featuring personalized attributes (gender, skin color, backgrounds) and a scalable architecture for future cosmetic skins. Architected and managed dynamic localization files to support multiple languages seamlessly.
- **System Integration & Engagement:** Developed a centralized authentication system to manage user accounts across the devalty.com network. Integrated **Firebase** for targeted push notifications, designed storefront compliance UI, and implemented robust **background queues** to handle asynchronous email communications without blocking the main thread.
- **Infrastructure & Automation:** Architected and deployed a secure, scalable hosting environment on a **Hetzner VPS** utilizing **Docker, Nginx, and Cloudflare**. Configured automated task schedulers (**cron jobs**) to handle routine database maintenance, matchmaking cleanup, and automated player reward distributions.
- **Cross-Platform Launch:** Successfully transitioned the web-based architecture into a native Android application using **Capacitor**, managing testing requirements and driving the end-to-end launch process on the **Google Play Store**
- **Technologies Used:** Vue.js, Laravel, Reverb WebSockets, Redis, RevenueCat, Firebase, Docker, Nginx, Cloudflare, Hetzner VPS, Capacitor, 3D Assets.

Links <https://play.devalty.com/> | <https://github.com/Altayy16/fools-gold-showcase>