ZEYNEP KARADAĞ

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- https://github.com/zzynpkrdgg

SUMMARY

Software Engineering student with practical experience in game development, mobile test automation and cybersecurity education. Skilled in multiple programming languages (C, C++, C#, Java, Python) and Unity game development. Demonstrated leadership as AUCC core team member, organizing workshops and delivering Linux training. Completed mobile test automation internship using BDD, Gauge framework and Appium. Passionate about continuous learning and contributing to technical communities.

EXPERIENCES

Core Team Member – AUCC (Ankara University Cyber Club)
Oct 2024 – Present
- Organized and delivered technical workshops and training sessions in cybersecurity.
- Delivered to 20 student a 4-week course on Linux fundamentals, covering terminal use, system management and basic security principles.
- Played a leading role in organizing a high-profile cybersecurity summit featuring well-known professionals from the industry.
- Designed visual content for the event, including posters, digital banners and social media assetsand contributed to overall event logistics.
- Facilitated knowledge sharing and mentorship among newcomers in the community.

Game Developer & Designer –School Projects
Ankara University | 2023 – Present
- Participated in Unity game projects as part of term assignments.
- Designed core mechanics, UI/UX and gameplay logic using C#.
- Implemented custom data structures (Stack, Queue, Linked List) for card game mechanics and turn-based systems.
- Developed NPC spawn system with object pooling and type-constrained group generation.
- Projects available on GitHub.

Mobile Test Automation Intern – Virgosol (Jul 2025 – Sep 2025)
- Developed automation scripts for mobile application test cases using the Behavior-Driven Development (BDD) approach.
- Utilized the Gauge framework and Appium to implement and execute automated tests for mobile platforms.
- Contributed to the software quality assurance (SQA) process by identifying, documentingand reporting bugs.

Game Developer & Designer - Game Jam Projects
- Jamination 8: Developed a 2D game in Unity with "unstable" theme.
- HUJAM: Developed a 3D FPS game in Unity, focusing on weapon and interaction mechanics.

EDUCATION

Software Engineering |2023-Present
GPA 3.23
Ankara University,
Ankara

TECHNICAL SKILLS

- C | Intermediate
- C++ | Intermediate
- C# | Intermediate
- Java | Intermediate
- Python | Beginner
- Linux(Kali Linux) | Intermediate
- Unity Engine | Intermediate
- Git (CLI & GitHub Desktop) | Intermediate

LANGUAGES

- English B1

CERTIFICATES

- Relevant course certificates are listed on LinkedIn Profile