

Mustafa Kaan Güngör

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Experience

Beam Teknoloji

IT Intern

July, 2026 - Present

- Deployed and secured a public-facing application on AWS EC2 utilizing Nginx, Cloudflare DNS, and Let's Encrypt (TLS + HSTS) with a GitHub Actions CI/CD pipeline for automated deployments.
- Developed custom security and observability tools using Python and Bash to monitor system infrastructure.
- Hardened server baseline configuration (SSH key-only auth, fail2ban, UFW rules) and documented the setup as a runbook for the team.

Indie Game Studio, ATOM, ODTÜ Teknokent

Unity Developer

January, 2025 - Present

- Primary programmer on a released physics-based platformer and 4 prototypes; own gameplay architecture and core logic in C# within a team of 5.
- Ship cross-platform (Mobile/PC) builds and maintain the project's Git branching and build workflow across the team.

Education

Gazi University

Computer Engineering, Faculty of Technology | 4th Year Student | CGPA: 3.17

2022 - Present

Projects

Organizations

Gazi University Digital Game Design Community

Community President

May, 2024 - November, 2025

- Directed a 4-week Unity training program and coordinated technical Q&A panels with industry professionals.

ÜNOG

Ankara Representative , Physical Organization Team

January, 2025 - August, 2025

- Coordinated logistics and operations for multiple physical networking events and developer meetups.

Gazi University Entrepreneurship and Communication Community

Social Media and Events Manager

September, 2022 - October, 2023

- Managed event operations for the "Find Your Co-Founder" initiative at METU Technopark Startup Centrum.
- Facilitated organizational processes and field operations for the Girişim23 summit at ATO Congressium.

Artificial Intelligence and Technology Academy

Game Development with Artificial Intelligence Class

November, 2024 - July, 2025

- Participated in Project Management, Entrepreneurship and Unity courses made by Google.

Skills and Capabilities

Programming Languages: C# (Upper-Intermediate), Python (Intermediate), Java (Intermediate)

Development & Frameworks: Unity (3D, 2D and VR/AR), Svelte, Springboot

Infrastructure & Administration: Docker, Linux, Nginx, Zabbix, Ansible, AWS, Bash

Version Control: Git, GitHub

Languages: Turkish (Native), English (C1)