

Ataerk Yıldırım

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PROFILE

Second-year Computing in Games Development student at Dundalk Institute of Technology with strong interests in systems programming, game engine development, and real-time simulation. Experienced in C++, Java, and JavaScript, with a growing portfolio of academic and personal projects spanning client-server systems, rendering, and developer tools.

TECHNICAL SKILLS

Programming	C++, Java, JavaScript, C#, SQL, C
Frameworks/Libraries	Raylib, SFML, HTML Canvas, JDBC, Unity
Databases	MySQL
Tools	Git, GitHub, Scrumwise, Blender, Maya
Systems	Linux, Windows
Languages	English (Fluent), Turkish (Native)

EDUCATION

2024 – Present **BSc (Honours) Computing in Games Development**
Dundalk Institute of Technology

Key Modules

- Object-Oriented Programming
- Software Testing
- Database Systems
- Game Development (2D / 3D)
- C++
- Applied Software Project Management

Key Projects

2D JavaScript Game: Earthquake Helper Result: 78%

- Developed a 2D educational game to teach children about earthquake safety and emergency response.
- Built using JavaScript and the HTML Canvas API.
- Implemented 2D UI, audio playback, and randomised gameplay events.
- Version controlled and published: [View on GitHub](#)

C++ Image Manipulation Tool

- Extended a C++ image processing project by implementing features such as cropping, greyscale conversion, and additional image effects
- Worked within an existing codebase and contributed image manipulation methods
- Collaborated with a team member using GitHub to divide and manage development tasks
- Utilised SFML for image handling and rendering
- [View on GitHub](#)

Superhero Dispatcher System — Multithreaded Client-Server Application (Java, MySQL)
In Progress

- Developing a full-stack client-server system for managing incidents and dispatching resources
- Implementing multithreaded server architecture to handle concurrent client requests
- Designing and normalising relational database schema (UNF to 3NF)
- Integrating MySQL database using JDBC for persistent data storage
- Building both client and server components using object-oriented design principles
- Collaborating within a team using version control and task coordination to deliver system components

2018 – 2022

High School Diploma (94%)

Private Üsküdar Sinav College Anatolian High School, Istanbul, Türkiye

TECHNICAL EXPERIENCE

March 2025

ced — Terminal-Based Text Editor (C, ncurses, POSIX)

- Developed a lightweight terminal-based text editor in C using ncurses and UNIX/POSIX APIs
- Implemented core editing features including syntax highlighting, undo/redo, and file operations
- Designed custom input handling and cursor movement system within a terminal UI environment
- Built integrated shell panel for executing commands directly within the editor
- Optimised for minimal footprint (~37KB) as a single-binary application
- Ensured compatibility across UNIX/POSIX-based systems
- View on GitHub

March 2026

atomic2d — Atomic Structure Visualisation Tool (C++, Raylib)

- Developed an interactive 2D application to visualise atomic structures using a Bohr-style shell model
- Implemented adjustable atomic parameters (protons, neutrons, electrons) with real-time visual updates
- Built a custom GUI system directly with Raylib
- Designed data-driven element lookup using external text file input
- Integrated external linking to open corresponding Wikipedia pages from within the application
- Implemented real-time rendering and update loop using Raylib
- View on GitHub

VOLUNTARY EXPERIENCE

September 2025 – Present

Student Ambassador

Dundalk Institute of Technology - School of Informatics and Creative Arts

- Representing the School of Informatics and Creative Arts at student-facing events and outreach activities
- Supporting prospective students by sharing course experiences and answering questions about student life at DkIT
- Supporting first years on Induction days, helping them warm up to the university culture and preparing them for the semester.

SKILLS PROFILE

Communication: Comfortable presenting technical topics and collaborating in team environments.

Problem Solving: Strong analytical thinking developed through programming, debugging, and system design tasks.

Leadership: Experience working in team-based academic projects and coordinating development tasks.

INTERESTS & ACHIEVEMENTS

Personal Website and Technical Writing ataerk.dev

- Maintaining and adding articles to my personal website.
- Adding new games and various experimental projects to my website made with JavaScript.

Other

- Game development, systems programming, low-level computing

REFERENCES

Available on request