

MEHMET YASIR BALCI

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SUMMARY

I'm a junior software engineer who likes turning unfamiliar problems into shipped products across proptech, HR-tech, and real-time multiplayer. I learn new stacks fast, I'm genuinely excited by AI agents and use them daily, and I work best in international teams, having built software across Turkey and Portugal. Strong in TypeScript, React, and Python, with a current M.Sc. in Cybersecurity, and basketball is my meditation.

EDUCATION

Politécnico da Guarda M.Sc. in Cybersecurity – Application Security & Secure Software Architecture	Guarda, Portugal Oct 2025 – Present
Konya Food and Agriculture University B.Sc. in Computer Engineering (English-medium)	Konya, Turkey Sep 2021 – Jun 2025
Politécnico da Guarda – Erasmus Exchange Computer Engineering semester abroad	Guarda, Portugal Sep 2024 – Feb 2025

EXPERIENCE

InspectOS – proptech startup, RE/MAX Wise partner <i>Software Engineer</i>	Lisbon, Portugal Aug 2025 – Feb 2026
<ul style="list-style-type: none">Architected a Next.js 15 & PostgreSQL B2B2C platform (realestate-lisbon.com) connecting foreign investors with verified professionals, driving 500+ monthly organic visits within 3 monthsEngineered an AI-driven candidate scoring engine for a Talent Acquisition SaaS (notrecruiting.com), automating evaluation of 200+ applicants and accelerating hiring cycles by 40%Implemented SEO strategies and interactive financial tools, boosting user engagement by 35%	
El Capitan Games – mobile-focused indie game studio <i>Game Developer Intern</i>	Konya, Turkey Aug 2024 – Sep 2024
<ul style="list-style-type: none">Shipped a cross-platform mobile puzzle game in Unity within a 4-week sprint, building grid-based algorithms, recursive tile-merge logic, and a modular state-management system	
Skyweldrix – indie game studio specializing in multiplayer experiences <i>Game Developer Intern</i>	Istanbul, Turkey Feb 2024 – Jun 2024
<ul style="list-style-type: none">Engineered core networking systems for a multiplayer FPS using Unity, implementing real-time synchronization protocols that supported 16 concurrent players with under 50 ms latencyDeveloped collision detection algorithms and player state management (health, score, inventory), reducing desync issues by 60%	
Thales Bilişim – software & IT solutions company <i>Back-End Developer Intern</i>	Ankara, Turkey Jul 2023 – Sep 2023
<ul style="list-style-type: none">Designed and deployed 10+ RESTful API endpoints using Python, Flask, and SQL, enabling scalable front-end/back-end communication across 3 internal applicationsOptimized database queries and resolved critical back-end bottlenecks, reducing average API response time by 30% and improving system reliability	

PROJECTS

- WordScope (wordscopeai.com)** – AI-powered language-learning tool built with Next.js 15, React 19, and Google Auth; contextual text analysis and personalized vocabulary paths
- AI-Powered Blockchain Firewall for IoT** – Engineered an adaptive firewall combining Random Forest anomaly detection (97.75% accuracy) with a Hyperledger Besu smart contract that auto-revokes compromised IoT devices on-chain; Python, Scapy, Web3.py, Solidity, Docker
- QIS Operational Platform (qis-platform.vercel.app)** – Built an interactive quantum-security platform with a 5-qubit drag-and-drop circuit simulator, BB84/E91 QKD demos, and a Post-Quantum Cryptography (Kyber, Dilithium) explorer; React 18, Vite, TypeScript, Three.js
- Shadow Survivors** – Engineered a top-down shooter using Unity ECS (DOTS), achieving 300+ FPS with data-oriented enemy AI and modular systems

ACHIEVEMENTS

1st Place – MetaThon Game Jam (Kapsül, 2023)

3rd Place – Global Game Jam (InnoPark, 2024)

SKILLS

Technical: JavaScript, TypeScript, Python, C#, SQL | React, Next.js, Node.js, Tailwind CSS, ASP.NET MVC | PostgreSQL, Supabase, MongoDB, Firebase | Git, Docker, Vercel, Unity, Unreal Engine

Languages: Turkish (Native), English (Professional working proficiency)

Interests: Game Development, Cybersecurity Research, Basketball