

# Çağıl Dışbudak

Software Engineer

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📍 Ankara, Turkey

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## Education

Computer Engineering, Cankaya University

09/2017 – 06/2022

Ankara, Turkey

## Work Experience

Software Engineer, Electrinn ↗

11/2025 – Present

Ankara

- Developed **Django REST Framework view-based services** for managing charging stations and user access workflows.
- Implemented **CRUD and detail views** for charging stations and station ownership management.
- Contributed to **DevOps processes**, including deployment and configuration.
- Implemented **authentication and authorization** using **Bearer (JWT) tokens**.
- Containerized services using **Docker**. Deployed and operated services on **Kubernetes**.
- Designed **access control flows** including grant, revoke, drop, and user removal operations.
- Built **access request lifecycle services** (send, receive, accept, decline, cancel).
- Implemented **station claiming logic** with ownership validation.
- Developed **station status and user session management** services.
- Built **event-driven webhook endpoints** to handle **OCPP events** from charging stations.
- Enforced **role-based access and permission checks** across station and user operations.
- Designed APIs to support **multi-user access** and ownership scenarios.
- Integrated services within a **microservices-based backend architecture**.

Software Engineer, Üstünova Mühendislik ve ARGE ↗

11/2024 – 11/2025

Ankara

- Backend developer of **Chargepick**, a live EV route planning application.
- Implemented algorithms to calculate optimal routes, including charging stop frequency and duration based on battery state of charge.
- Developed RESTful APIs using **Python (Django/FastAPI)** to deliver real-time route and charging data.
- Integrated external map and location APIs to provide accurate navigation and charging station suggestions.
- Collaborated with frontend and research teams to design user-centric solutions for electric vehicle charging optimization.

Software Engineer, Huawei ↗

07/2022 – 11/2024

Ankara, Turkey

- Software engineer at Petal Search which is Huawei's search engine.
- Petal Search box development with **Python** and **Flask**.
- Joint project creation with Back-end, Front-end, Testing and Data team.
- Technologies such as **Elasticsearch** and **Redis** are also used.
- Production experience gained.
- CI/CD structure is adopted.

<b>Game Developer Intern, Taleworlds Entertainment</b>	✉	08/2021 – 09/2021
• Developing games with <b>C#</b> and <b>Unity</b> in a team of 4 people.		Ankara, Turkey
<b>Software Engineer Intern, Labris Networks</b>	✉	07/2020 – 08/2020
• <b>Python-Django</b> experience gained.		Ankara, Turkey

## Projects

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### **Plant Pathology 2020** ✉

- This project is about training plant diseases with machine learning (**Python - Tensorflow**).

### **BIST30 Prediction** ✉

- Bist 30 data was trained and predictions were made with machine learning (**Python - Tensorflow**).

### **A Decentralized Voting App using Blockchain** ✉

- This project is my final project and voting was provided with blockchain.

### **BookSwap** ✉

Full-stack web application that enables users to swap or donate books securely. Built with **Django (Python) backend**, a **modern JavaScript frontend framework**. Includes user registration, book requests/approvals, donation options, and a chat system for communication.

### **DragMate** ✉

DragMate is a real-time, multiplayer board game platform built with **React and TypeScript**, using **HTML5 Drag & Drop**, styled with **CSS**.

## Skills

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Python	Elasticsearch
C#	Unity
Java	C

## Languages

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- Turkish
- English
- German

## Interests

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- Machine Learning
- Game Development
- Web Development