

Çağıl Dişbudak

Software Engineer

✉ cdisbudak24@gmail.com

☎ +90 542 767 44 23

📍 Ankara, Turkey

🌐 LinkedIn

🐙 Github

🔗 Cagil Disbudak

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.

Game Developer Intern, Taleworlds Entertainment 

08/2021 – 09/2021

- Developing games with **C#** and **Unity** in a team of 4 people.

Ankara, Turkey

Software Engineer Intern, Labris Networks 

07/2020 – 08/2020

- **Python-Django** experience gained.

Ankara, Turkey

Projects

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

Python

Elasticsearch

C#

Unity

Java

C

Languages

- Turkish

- English

- German

Interests

- Machine Learning

- Game Development

- Web Development