FURKAN AHMET KARABULUT

Software Engineer

CONTACT

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ABOUT

I graduated from the Software Engineering program at TED University (January 2026).
I have developed projects in the fields of backend development, game technologies, and system development.

INTERESTS

I am a passionate individual when it comes to areas I am interested in. My general interests include Programming, Music, Video Games, Motorsports, and Esports.

REFERENCES

- Çağrı Yüzbaşıoğlu

  Founder, ISSD

  +90 532 788 54 43

- Neslihan Akkoç

  Sr. Business Analyst, Türk Telekom

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EDUCATION

Software Engineering / 2021 - 2025

TED University - 100% Scholarship
Main Field - 100% English

Business & Administration / 2021 - 2025

TED University - 100% Scholarship
Secondary Field - 100% English

WORK EXPERIENCE

Türk Telekom   2025 July - 2026 January

Intern - Hybrid

- Part of "Start Intern" internship programme of Türk Telekom
- Chosen from over 10,000 applicants to be a part of highly selective two-person team at Türk Telekom, the most prominent telecommunications company at Türkiye
- Worked as a part of system & project management and analysis team
- Done short-term internship will last until late August and got accepted to long term internship which last until 2026 January on my choise

YD Software   2023 July - 2023 September

Intern - Hybrid

- An intern of YD Software.
- Worked in Meeting Application and a Learning Management System
- Worked with several experienced Software Engineers

Educhamp   2024 July - 2024 November

Worker - Remote

- Working as Software Developer in start-up company Educhamp
- Developed a Android Studio app
- Worked fully remote

Esportimes   2022 November - 2024 February

Author & Interpreter - Remote

- An author and Turkish-English / English-Turkish interpreter at Esportimes' author crew
- Worked fully remote

UDEF Company   2023 January - 2024 September

Caster - Remote

- Worked as League of Legends analyst, shoutcaster and colorcaster.
- Worked in Lynch Esports', TEDU Esports' and Türkiye Yükseliş Ligi's caster crew
- Worked fully remote

TEDU Esports   2021 December - 2024 June

Board of Directors Member & Vice PresIdent - Hybrid

- A member in Board of Directors of TEDU Esports Society
- Organized various events like TEDUWeen and TEDUCON

SKILLS

PROGRAMMING LANGUAGES

- Java – Advanced
- C++ – Experienced
- Python – Experienced
- C# – Intermediate
- JavaScript – Intermediate

FRAMEWORKS & TOOLS

- React.js – Experienced
- Node.js – Experienced
- Unity – Experienced
- Unreal Engine – Intermediate
- SQL / MySQL / SQLite – Intermediate
- MAVLink – Intermediate
- OpenCL – Intermediate

DİĞER

- Git
- Word / Excel / PowerPoint
- Agile / Scrum
- Object-Oriented Programming
- UML & Software Design
- Machine Learning
- Networking Fundamentals

LANGUAGES

- Turkish - Native
- English - C2 (Fluent)
- Japanese - A1
- German - A2

SAMPLE PROJECTS

Unmanned Surface Vehicle

Teknofest 2024 - Teknofest 2025

- Entered Unmanned Surface Vehicle competition with Pusula team
- Worked as Software Department Leader in the project
- Got 5th and 8th places in the competition
- Won the "Most Unique Design" award

Aelita

Personal Project

- Developed a personal assitant AI using C++
- Intented to using it in the Unmanned Surface Vehicle as management of the vehicle as well

Janus

Personal Project

- Developed an C++ app to send any file byte by byte to another computer via Wi-fi connection
- Intended to be a base for other projects
- Is available for telemetry, internet connection and USB connection updates

Theia

Personal Project

- App for connecting a visual monitor to a Windows PC and streaming that screen to an Android device via USB and Wi-fi
- Developed for personal use

MOBA Manager

Personal Project

- Currently developing a MOBA Manager game inspired by Football Manager series regarding League of Legends esports.
- Developing by using C++. Project contains machine learning algorithms for match results and player behaviours
- Reached %93 success rate on tested match results with MLE algorithm

CERTIFICATES

- Finantial Accounting Fundamentals - University of Virginia

- Software Engineering: Implementation and Testing - The Hong Kong University of Science and Technology

- Software Engineering: Software Design and Project Management - The Hong Kong University of Science and Technology

- Software Engineering: Modeling Software Systems using UML - The Hong Kong University of Science and Technology