

ENES SAPAN

COMPUTER SCIENCE MAJOR - JUNIOR

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MY EXPERIENCES

Software Developer – Part Time

LİMAK TEKNOLOJİ

Nov 2023 - Present

I'm working as a mobile application developer with using Flutter. I'm using Flutter for creating the applications, Firebase and Postgres for the databases, Postman and Katalon for the API testing. I'm usually working on the front-end with fetching the required datas from APIs. Both learning from my team leaders and working on the projects at the same time is really ameliorated my understanding of the development of codes.

Software Development Intern

LİMAK TEKNOLOJİ

Jul 2023 - Aug 2023

During my internship I benefited greatly from training programs and engineers. I developed some mobile applications while learning the language with the help of my mentor. I developed the backend of the programs with Google Firebase, optimized the frontend of the programs for displaying on every device possible, worked on adding multi language option, added authentication with mail & password, with Google and with Apple, I implemented offline storage while the connection is out and backup while the connection is possible. Later in my internship I also worked on testing the final products as a last user and also collecting and annotating data for the AI models and helping to train them.

PROJECTS & AWARDS

Teknofest 2022 & 2023, Robotaxi Full-Scale Autonomous Vehicle

In this competition I have participated as a programmer and electrician in Hezarfen Otonom team which I was also a board member of it. We have built a full-scale autonomous vehicle and finished 6th in the final standings over 150 teams in our first year.

In this project, I have worked on:

- Designing and setting up the electricity system of the vehicle
- Developing the 'Vehicle Control System'
- Developing the connection between the AI computer and the vehicle
- Integration of the remote control of the vehicle into the overall system

Technologies used: ROS, Arduino, Python, C/C++, PyTorch, YOLOv5, OpenCV,

Teknofest, Autonomous Underwater Vehicle (AUV)

In this project I worked on Autonomous Underwater Systems as a programmer and electrician. We have developed a vehicle that is able to fulfill the given missions autonomously. I worked with developing all electricity of the vehicle and also developing mission specified control software.

In this project, I have worked on:

- Designing and setting up the electricity system of the vehicle
- Developing the connection system of the vehicle
- Integration of the path following navigation solution

ABOUT ME

I produce both solo and collaborative projects in a range of programming languages, including Java, C/C++, and Flutter. My primary concentration is on refining my talents in Machine Learning, Mobile Applications, and Autonomous Systems. I am eager to consistently improve myself and acquire knowledge from my observations.

SKILLS

► Programming:

- Arduino
- Flutter
- Android Studio
- Python
- C
- C++
- Java
- Javascript
- Html/Css
- ROS
- Object-Oriented Programming
- Algorithms and Data Structures

► Other:

- Fast self-learner
- Problem solving
- Critical thinking
- Leadership
- Research

LANGUAGES

- English - Intermediate
- Turkish - Native

EDUCATION

► Ankara Yıldırım Beyazıt University

Bachelor of Computer Science

2021-Current

I am currently a Computer Science junior. I receive theoretical and practical training in programming, data structures, algorithms, software engineering, discrete and linear mathematics, physics, computer architecture.

GPA: 3.72 (out of 4.00)