Ahmet Furkan Yorulmaz

SOFTWARE ENGİNEER

Personal details

👤 Ahmet Furkan Yorulmaz

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🏠 Istanbul/Eyüpsultan/Göktürk merkez mahallesi

📅 January 2, 2003

🌐 github.com/Floocksheer

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Languages

Turkish   (native)

English   (written and oral fluency)

Hobbies

■ Sports

■ RC vehicles

■ Traveling

Profile

I am a third-year Software Engineering student at Istanbul Atlas University. My interest in technology started during my high school years when I spent a lot of time with computers. Developing new products and programs and making a difference in people's lives has always excited me. That's why I want to build a successful career in the field of Software Engineering.

Education

High School   **2017 - 2021**
MUSTAFA KEMAL ANADOLU HIGH SCHOOL, ISTANBUL

University   **2022 - Present**
ISTANBUL ATLAS UNIVERSITY, ISTANBUL

Experience

Software Engineer Intern   **Jul 2024 - Aug 2024**
ETERNA VISIO
Developing an AI-powered chatbot in the field of web development.

Web Developer   **Oct 2024 - Present**
TZI CONSULTING
Designing and developing the company's website to enhance user experience and brand identity.

Skills

C, Java, Python, Html, Css, JavaScript, Autodesk Fusion 360, WordPress

Projects

Distance Calculation Program:
- The program was developed using Java.
- The program generates two random points on a coordinate plane and calculates the shortest distance between these points.
- Used Technologies: Java, Git

Messaging Program:
- The program was developed using Java.
- The program allows multiple independent objects to communicate either privately with each other or with multiple objects through a connection hub.
- Used Technologies: Java, Git

Matrix Memory Game:
- The program was developed using Java.
- In the program, the user is required to learn the content of an invisible matrix by entering location information one by one. After the content at all locations is shown to the user, the matrix becomes invisible again, and the user is asked to sequentially guess the entire content of the matrix. If the user makes a certain number of correct guesses, they win the game.
- Used Technologies: Java, Git

Drawing Program :
- The program was developed using Java and a GUI.
- The program opens a window with the help of the GUI, allowing the user to draw a picture and then save it to the computer.
- Used Technologies: Java, Git, Gui