Göksel Okandan

STUDENT - COMPUTER ENGINEERING

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PERSONAL PROFILE

A junior (3rd grade) studying Computer Engineering who aims to improve in software development and web development. An open-minded individual eager to learn and grow. Has gained experience in project management and teamwork. Interested in technology and design, with a goal of contributing to a career in computer engineering.

EDUCATION

Kocaeli University Computer Engineering
- September 2021 - Present
- GPA : 3.00

Çorlu Borsa İstanbul Science School
- September 2016 - June 2020

PAST PROJECTS

DOKUWIKI
- *C - CMD*

Rock Paper Scissors Card Game
- *Java - Swing*

Family Tree App
- *C# - Windows Forms*

Wandering Robot Project
- *Java - Swing*

Asteroids Game Project
- *Arduino - OLED w/ MEGA2560*

Student Course Registering App
- *C# - Windows Forms*
- *w/PostgreSQL*

FitLife Web Project
- *C# - ASP.NET*
- *w/AWS*

Web Scraping Project
- *Python - Django*
- *w/MongoDB*
- *w/ElasticSearch*

Wordle App
- *Flutter*

Brick Breaker Game Project
- *Arduino - OLED w/ MEGA2560*

Article Recommendation System
- *Python - Django*
- *NLTK*
- *Fasttext*
- *sciBERT*
- *w/MongoDB*

Restaurant Simulation
- *C# - Windows Forms*

QUALIFICATIONS

C
- Core C
- File Handling
- Data Structures

Java
- OOP
- Java Swing
- Data Structures

C#
- OOP
- Windows Forms .NET Framework
- w/PostgreSQL
- Multithreading
- ASP.NET

PYTHON
- Django
- w/MongoDB

HTML

CSS

JAVASCRIPT
- TypeScript

ARDUINO

FLUTTER

ENGLISH
- C1+

Project Details

DOKUWIKI

Developed a file scanner application that runs on terminal using the C programming language.

Rock Paper Scissors Card Game

Created a card game using Java. This card game is a different take on the traditional Rock-Paper-Scissors game. The interface was created with Swing.

Family Tree App

Developed an application using the C# programming language and the Windows Forms library to create a family tree from individuals in CSV files using a List Tree structure, with specific listing features in the family tree.

Wandering Robot Project

Developed a virtual maze-solving robot that finds the shortest path by combining Java data structures and object-oriented programming, using the Swing library to create the interface. This project demonstrates how to use an algorithm to reach an unknown target point in unknown graphs and map out the shortest path. The searching robot has its own memory and uses Dijkstra's algorithm on the paths stored in its memory.

Asteroids Game Project

Created a space game using Arduino and Proteus. The aim of this project is to develop a microcontroller-based gaming machine using various sensors. It uses the MEGA2560 board to function.

Student Course Registering App

This student course registration program is developed in C# and uses PostgreSQL for the database management. The program allows students to manage and track their course registrations. Students can easily review their course selections, grade information, and other academic details, as well as submit course requests.

Brick Breaker Game Project

Created a brick-breaking game using Arduino and Proteus, which operates with the MEGA2560 board, where controls are made with microcontrollers.

FitLife Web Project

This project was implemented using ASP.NET and AWS was chosen as the database provider. Fitlife is a web platform. Thanks to its user-friendly interface, users can easily access fitness programs, nutrition recommendations, and a wealth of information about healthy living.

Web Scraping Project

In this project, the objective was to gather article content using web scraping with Python and present it to users on a webpage according to predetermined criteria. The website has tools for downloading new articles automatically and filtering existing articles according to different parameters. Python was used with the Django and Bs4 libraries, whereas the database was used with MongoDB and ElasticSearch.

Wordle App

In this project, an Android application was programmed using Flutter. In essence, the application is a game in which the player must guess an unknown word by its letter combinations. It's similar to the modern game Wordle.

Article Recommendation System

This project was developed using Python and Django. It utilizes tokenization with NLTK, vectorization with FastText and sciBERT to recommend articles that may interest users. Supported by MongoDB, the system provides personalized recommendations based on users' history and interests.

Restaurant Simulation

This is a software developed using C# and multithreading techniques. Threads synchronize the order taking, kitchen operations, payment processing, and other services. It can also calculate the best-case scenario based on the number of customers.