



CONTACT

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HakanOZDABAK

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ABILITIES

- Java - Spring
- Python - FastAPI, YOLO etc.
- Adobe PhotoShop
- React.js
- MySQL/PostgreSQL
- C - MikroC
- Microsoft Office Programs
- English
- TIA Portal
- Proteus
- AutoCAD
- Music(Sing Songs and Guitar) Teamwork
- Responsibility Consciousness
- Being Open to Innovation

CERTIFICATES

- Basic and Advanced Excel Training - 2020
- Digital Financial Literacy Education - 2019
- 13th National Entrepreneurship Summit - 2020
- Engineering Summit - 2022
- KOSGEB Entrepreneurial Education -2022
- Advanced Python Programming From Zero -2022
- React + Redux from SoloLearn - 2022
- JavaScript from SoloLearn - 2022

HAKAN ÖZDABAK

PERSONAL PROFILE

Hello, I am Hakan ÖZDABAK. I was born in 2000. I can describe myself as a university student who wants to progress in this field by developing in the field of software. In my free times, I play guitar and sing a song and taking voice education for them.

WORK EXPERIENCE

Internships

TUBİTAK | April 2023 - July 2023

- I joined my graduate project's teacher's project at 2247-C Star Lisans Stajyer Araştırmacı Program. I have worked here as a intern for research about E-Spor players's mental and physical health.

Alta Endüstriyel Mühendislik Ltd | July 2022 - August 2022

- I did my first compulsory internship over electrical panels, AC and DC motors, repair of PCB boards, transformers and solar panels.

Kimteks A.Ş | July 2021 - August 2021

- I did my first compulsory internship over electrical panels, AC and DC motors, repair of PCB boards, transformers and solar panels.

IEEE Akdeniz - Computer Society Vice - Chairman

IEEE Akdeniz | September 2020 - April 2022

- I worked here to find people who have done a job related to engineering or programming languages to talk to us.

Akdeniz GKT Media and Digital Department Coordinator

Akdeniz GKT | August 2021 - April 2022

- I had controll on Akdeniz GKT's website, I shared posts about "Mühendislik Zirvesi" etc.

EDUCATIONAL BACKGROUND

Akdeniz University

Electrical - Electronic Engineering | September 2018 - June 2023
(GPA 3.41/4)

Piri Reis Anatolian High School / Adana

High School | September 2014 - June 2018

MY HOBIES

In addition to basketball, football, table tennis and other sports, I am also interested in artistic activities such as music. I love doing scientific research and getting information about space. I like it. Watching the stars and searching for their names is the simplest of these activities. I am also developing myself in the field of back-end, front-end and mobile software, and later on I will deal with the field of game development.



PROJECTS

- I developed more than 3 projects for my own developing in Java Spring Boot. I used ModelMapper, ExceptionHandler, JWT Security, Layered Architecture. Nowadays, I am improving myself about Microservices.
- I design my own 2 websites. First one is about e-commerce, second one is about personal website for training. I used React for both of them and Redux for first one and also used SQL Database for store information about users and products. Also I made their APIs with Java - Spring.
- As a team job, we made a transmitter and receiver and also we made a amplifier.
- I programmed desktop app with Socket for connect and send data to Android app that I programmed with Android Studio. For this app, I used Socket lib.
- I made a calculator with using PIC16F877 and LCD on MikroC. I wrote my own algorithm for calculation mathematical problems.
- In my second internship, I designed a program on data analysis with Matplotlib and Pandas libraries in Python. With Pandas, I took datas from CSV and Excel files and used that file's data to plot its graphs with Matplotlib.
- In this my education year, I am developing an AI over classification of food materials for my Graduation project. I have been using YOLOv8, Python and Roboflow while I've been teaching to the machine. Then this system connects to internet with selenium library together of their datas.
- Also I made 2 projects in these semester too. First of them is about Deep Learning. I made classification of face model with Keras library in Python. Second of them is about Image Processing. I made body control Subway Surfers game with Mediapipe and OpenCV libraries in Python.

REFERENCES

Övünç POLAT - Akdeniz Üniversitesi Doçent Doktor

Yalçın ALBAYRAK - Akdeniz Üniversitesi Doktor Öğretim Üyesi

Doğukan ÖZTÜRK - Akdeniz Üniversitesi Öğretim Görevlisi