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[My Portfolio Website](#)

github/KBatuhanB

LANGUAGES

- Turkish
- English

SKILLS

- C, C#, Java, Kotlin, Phyton, JavaScript
- Selenium, Playwright
- Unity
- Critical Thinking
- Creativity
- Problem Solver

INTERESTS

Game Developing

HOBBIES

Android Developing

Photographing

Chess and strategy games

Video games & e-sports

Theater and Cinema

Drawing

KELAMI BATUHAN BÖLÜKBAŞI

Computer Engineer (Student)

EDUCATION

2024-2027 Gazi University

- Member of Game Development R&D team of the Gazi ACM club.
- I continue as a 3rd grade (GPA: 3,41).

2022–2024 Ankara Medipol University (Full Scholarship)

- President and vice president of Medipol E-Sports club.
- Management team member of Extreme Sports club.
- I transferred at the end of my first year of university.

EXPERIENCE

Secure Computing - Internship



- March 2025 - August 2025 (6 Months)
- Built full-stack apps (Node.js, React, MongoDB).
- Designed UI with Material UI, clean architecture.
- Wrote Playwright E2E tests (login, cart, chat).
- Applied unit & integration testing in JS projects.

Ankara University Ankü Game Jam 2025

- 48-hour unity game development.

Hacettepe University Pura Game Jam 2025

- 48-hour unity game development.
- Achieved 2nd place in the competition.

Gazi University Ayazjam 2025

- 48-hour unity game development.

Lima Spor Cafe

- Waiter

PROJECTS

RAG & Next.js - AI Customer Support Assistant

- A RAG-based intelligent customer support system engineered for high-accuracy query resolution. Leveraging OpenAI text-embedding-3-small for vectorization and pgvector for semantic search with hybrid routing (keyword + vector). Integrates GPT-4o for real-time sentiment analysis, priority classification, and automated reply generation. Built on Next.js App Router and TypeScript, featuring WebSocket notifications, Supabase Auth, cost-aware token optimization, and streaming responses.

Python - HandMouse (Image Process)

- Hand Mouse Controller is a Python-based application that turns any webcam into a hand-gesture-controlled interface for mouse, media, volume, and real-time speech-to-text. Using MediaPipe, OpenCV, and CustomTkinter, it features precise gesture recognition, performance optimizations, and a modular architecture with standalone EXE deployment.

.NET 9.0 & JavaScript - Sorting Visualizer

- An interactive algorithm analysis platform designed for real-time visualization and performance comparison. Features simultaneous execution of 8 sorting algorithms, step-by-step state tracking, and custom data import via Excel/CSV. Built using a .NET 9.0 (ASP.NET Core) backend and Vanilla JS frontend, implementing Strategy and Observer design patterns within a modular RESTful architecture.

Full Stack - Collectify

- FullStack Media Collection Manager is a modern full-stack web app for managing and analyzing collections of books, movies, and games. It features a clean UI, interactive dashboards, image upload support, and a scalable RESTful backend.

Kotlin- PythonIn20Days

- Python in 20 Days is an educational Android app that teaches Python fundamentals through interactive and gamified lessons. Guided by a mascot, users progress through 20 bilingual lessons with quizzes, progress tracking, and a modern Jetpack Compose UI. I built the app using MVVM, Clean Architecture, and persistent storage for user progress and settings.

Unity - PaperTale (2nd Place Winner)

- Paper Tale is a 2D puzzle-adventure game developed in Unity for the PURA GameJam, winning 2nd place. It follows a father's journey through magical storybook worlds, featuring story-driven progression and puzzle mechanics. I handled game, level, and narrative design within a fast-paced team environment.

Full Stack - Project Management Panel

- A modern project management web app with real-time updates, visual dashboards, and full CRUD workflows. Built with React, Material-UI, React Query, and Recharts, backed by Node.js and MongoDB. Supports project tracking across stages with sorting, filtering, responsive design, and data visualization.

Unity - Axolotl Ascension

- Axolotl Ascension is a 2D puzzle-platform game developed for the ANKU GameJam, featuring a unique time-sharing mechanic where players allocate their character's lifetime to objects to rescue axolotls. Built in Unity with C#, it includes strategic object placement, dynamic timers, optimized performance, and modular architecture.

For more projects, check out my:

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[github/KBatuhanB](#)