Mithat Uçar

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EDUCATION

Eskisehir Osmangazi University — Eskisehir, TR
Bachelor's Degree in Computer Engineering — *2016 – Present*

Gebze Anatolian Teacher High School — Kocaeli, TR
Graduated from high school — *2012 – 2016*

Languages
Turkish(Native), English(Fluent)

EXPERIENCE

Database and Management Systems — 2022
Arniva Yazilim A.S.

- Developed a project management system for use of company's development teams
- Developed a REST API using Node.js and PostgreSQL
- Server side according to requests from the client updates database
- Explored ways to visualize Bitbucket collaboration in a classroom setting

PROJECTS

Meta | *C++, SFML, Premake, ImGui, spdlog, openGL* — June 2021 – Present

- Developed a 2D game engine from scratch
- The meta engine creates a dynamic library and Sandbox creates an executable as a result of the build
- The developer using the Sandbox creates a game using the Meta API and the app's GUI
- In software design, the finite state machine structure was used
- Premake build system has been used for the cross-platform support of the application
- For the hardware abstraction SFML and openGL libraries was used

Interactive Comments Section | *HTML/CSS, React, Node.js, Express.js* — 2022

- Developed a full stack web app using MERN stack without mongodb
- Server side responsible for Create, Read, Update, and Delete comments and replies
- Client is where users can add, remove, delete and response comments
- Backend deployed using render and frontend using netlify

Car Dealership | *HTML/CSS, Asp.NET, Access* — 2023

- Developed a full stack web app with Asp.NET
- Developed a shopping website that covers the tables given databases
- Microsoft Access used for the database

TECHNICAL SKILLS

Languages: C-sharp, Python, C/C++, SQL, JavaScript, HTML/CSS, Swift, Shell, Assembly
Frameworks: React, Node.js, Express.js, .NET, Asp.NET, SwiftUI, Unity
Developer Tools: Git, Xcode, VS Code, Visual Studio, Premake
Libraries: SFML, pandas, NumPy, OpenCV