

PORTFOLIO

Rıdvan Karasubaşı

2025



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Hello,

I'm Rıdvan Karasubaşı

Computer Engineer

I graduated from Computer Engineering in 2025 and work in software development. As a developer who focuses on problem-solving and prioritizes teamwork, I aim to create effective solutions for projects. I aim to add value to projects by continuously improving myself.



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Education

2020-2025

Recep Tayyip Erdoğan University

Bachelor's Degree in Computer Engineering



2020-2021

Anatolian University

Associate Degree in Web Design and Coding, Open Education Faculty

2022-2023

International Balkan University (Erasmus)

I studied in North Macedonia for one semester as part of the Erasmus+ exchange program



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Experience

JIB Games

I worked as a freelance QA Tester for three months. I created test scenarios and executed the test cases assigned to me, reporting the results in detail.



BUS-CRASH

Together with my teammates, I competed in the Smart Transportation category of the TEKNOFEST competition with our project titled "Driver Monitoring System.". In this project, I was responsible for the image processing component. We successfully advanced to the final stage.

The logo for TURASAS, featuring the word 'TURASAS' in a bold, blue, sans-serif font.

KamiX

My teammates and I completed our "Operational UAV" project. I worked on the autonomous portion of this project. We received a cash prize from the Minister of Industry and Technology for this project.



TÜRASAS

I completed my 30-day mandatory summer internship at TÜRASAS. I focused on computer networks and arduino.

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Experience

SAYZEK

I have been accepted into the SAYZEK Academic Thesis Program (ATP) 2024-2025, coordinated by the Defense Industry AI Capability Cluster (SAYZEK) in collaboration with the Presidency of Defense Industries (SSB) and the Council of Higher Education (YÖK).



Graduation Project

In my graduation project, I created an artificial intelligence-integrated mobile application that provides offline first aid recommendations to soldiers injured in combat situations.



Cerebrum Tech

I completed my 30-day mandatory summer internship at Cerebrum Tech. I focused on mobile application development.



TÜBİTAK-1001 Scholar

I worked on data collection and web development for an AI-powered project aimed at the early detection of preeclampsia.

Google Game and Application Academy

I was one of 2000 students selected from across Türkiye and organized by Google, and I received training in game development for 10 months.



JIB Games

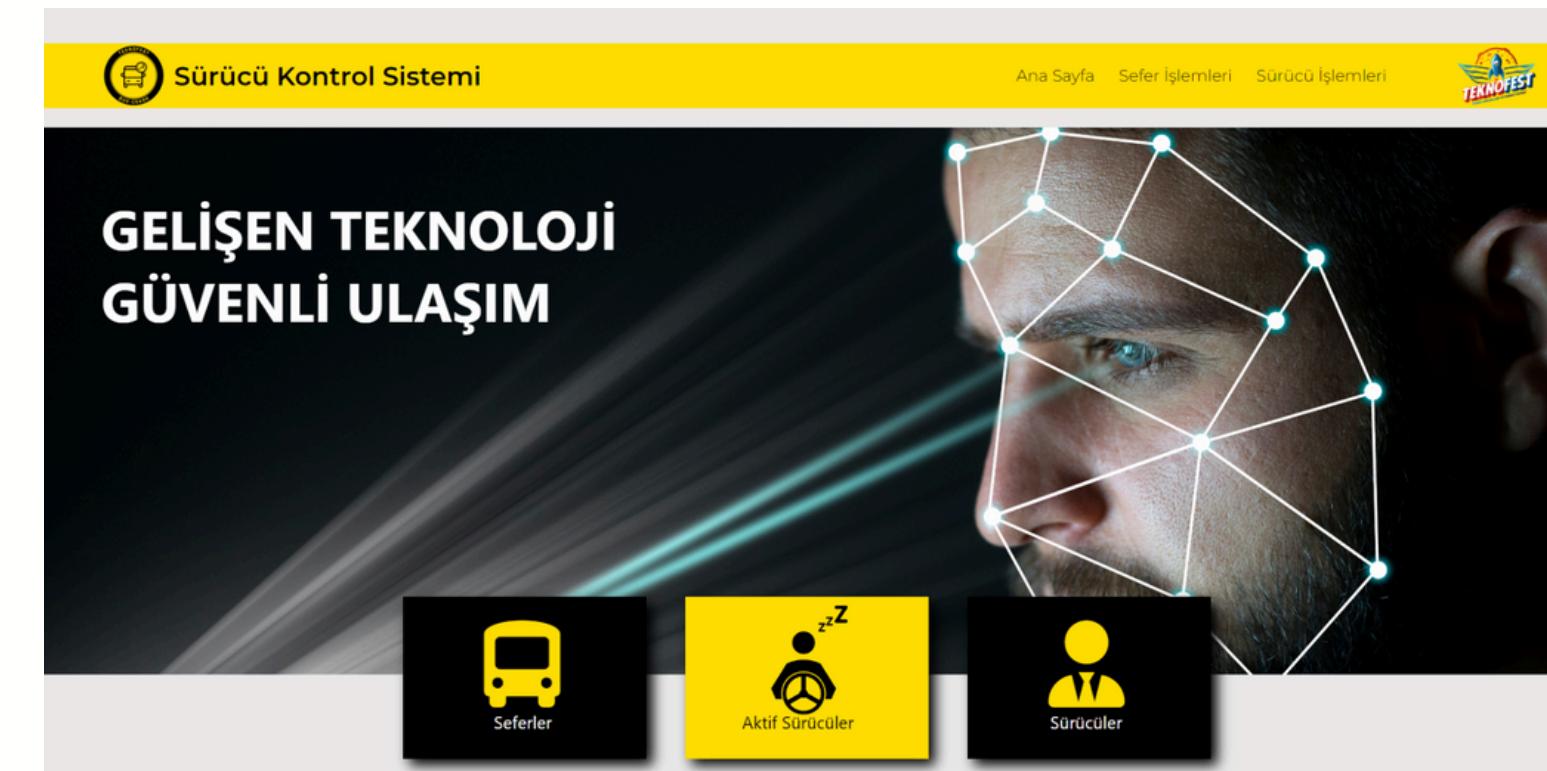
During my Erasmus program, I worked as a freelance tester at Jib Games for three months. During this time, I reviewed submitted test scenarios and created new ones. This experience gave me the opportunity to learn and practice the software testing cycle.



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Driver Monitoring System

In the transportation sector, drivers continuing to drive using tachograph devices belonging to others after their own device's duration had expired caused both legal violations and an increased risk of fatigue-related accidents. To address this issue, I worked on an integrated system that performs face recognition-based tachograph verification and real-time sleep-wakefulness monitoring. When a driver scanned their tachograph device into the system, I planned for the in-vehicle camera to analyze the driver's face and check whether it matched the device's actual owner. After verification, the system was intended to monitor the driver's alertness in real time during driving using AI-supported image processing techniques, and issue an audible warning if drowsiness or inattention was detected. With this project, I aimed both to prevent tachograph misuse and to enhance driver safety.



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Operational UAV

I worked on a project aimed at developing an autonomous resupply drone to meet soldiers' first aid and ammunition needs on the battlefield more quickly, safely, and efficiently. Within this scope, the goal was for soldiers to digitally indicate the type of supplies they needed through a wristband designed by my team, and for the drone to receive this information, select the appropriate supply package, and deliver it via autonomous route planning. My objective in the project was to support operational continuity, enhance personnel safety by reducing the need for manual resupply in high-risk areas, and achieve savings in both time and cost. We received a cash prize from the Minister of Industry and Technology for this project.

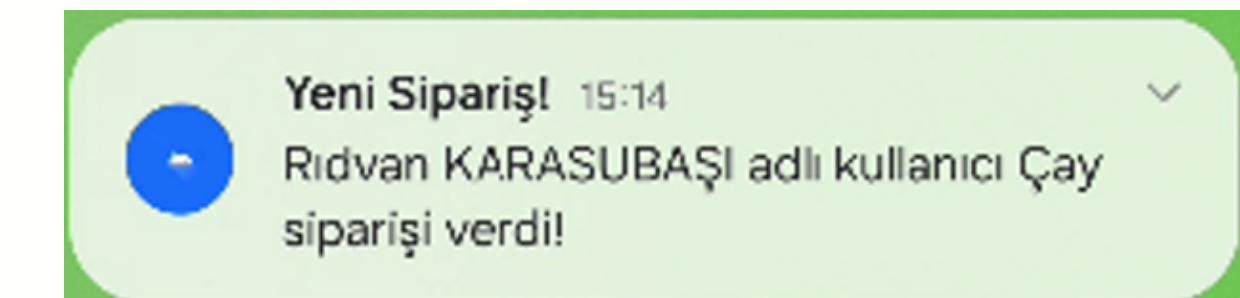
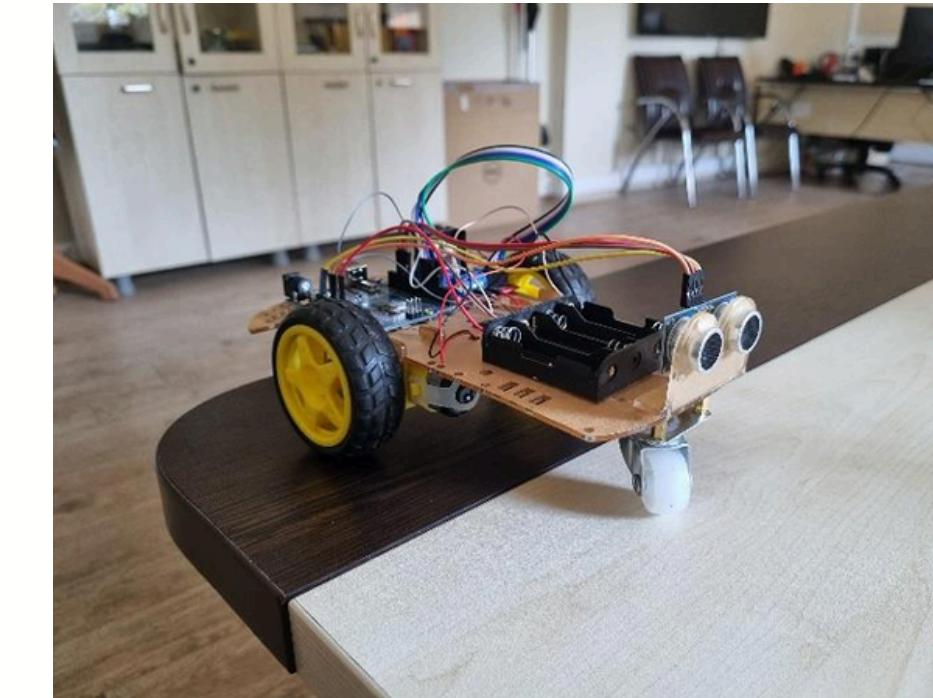


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TÜRASAŞ Internship Projects

During my internship, I worked in the networking field, gaining experience in IP camera installation and integration. I also developed various small projects using Arduino. In the final phase of my internship, I designed a mobile app for employees.

Previously, employees had to call staff at the cafeteria to order food or drinks. To improve this situation, I developed an app that allowed employees to place orders directly without contacting any staff members. The app displayed each employee's order on the cafeteria screen, allowing staff to prepare and deliver orders accordingly. This project both saved time and significantly reduced the cafeteria staff's workload.



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HeroiCity

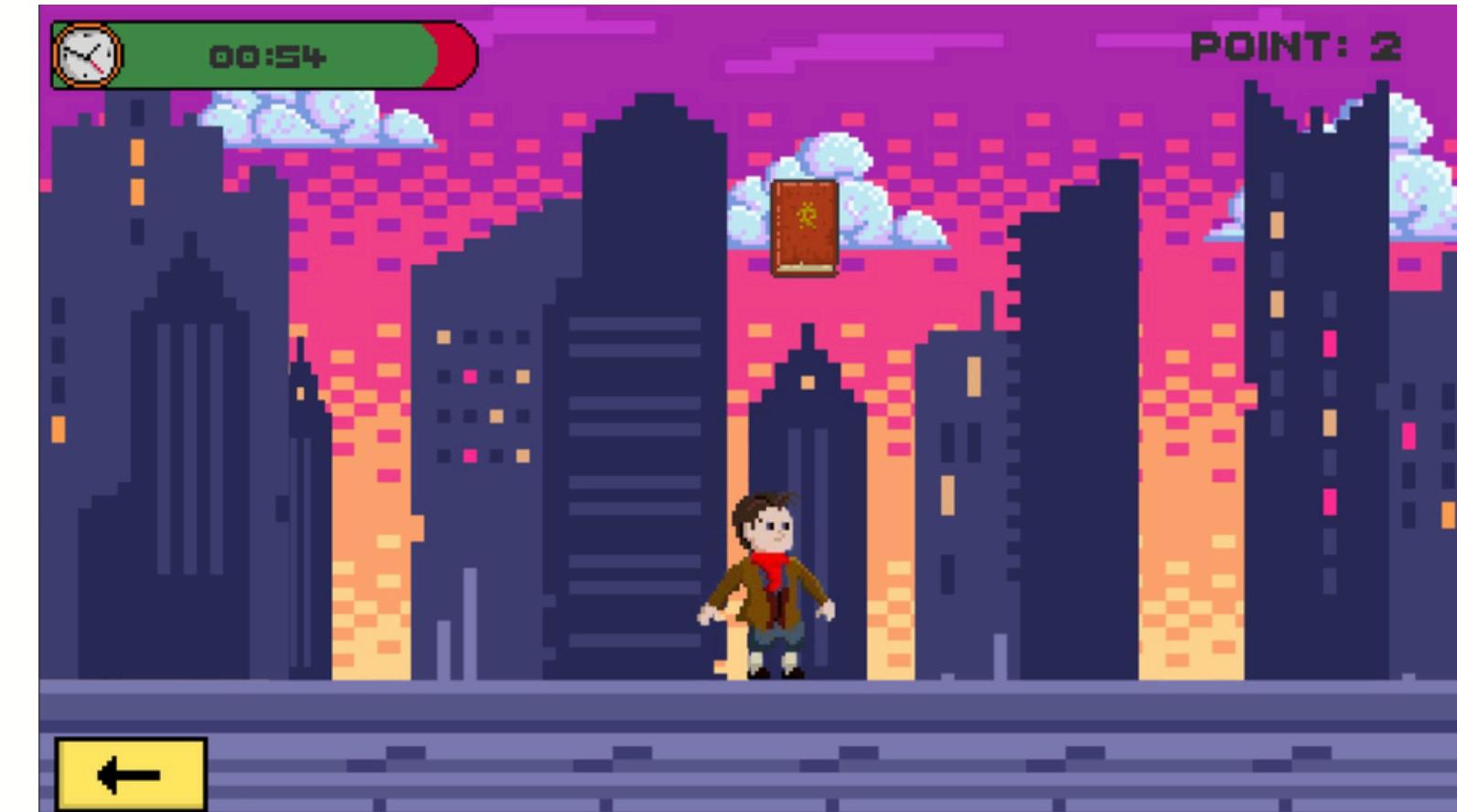
My teammate and I developed a game called HeroiCity within 24 hours during the game jam event organized by the Google Game and Application Academy. The game includes various puzzles and tasks that players must complete. The player's goal is to successfully complete these tasks in order to finish the game.



Book Collector

I developed a game called Book Collector. In this game, the player controls a character at the bottom of the screen, moves left and right, and catches books falling from above. The main objective of the game is to collect as many books as possible within one minute and achieve the highest score.

With its simple mechanics and fast-paced structure, Book Collector offers players a fun and competitive arcade experience. It motivates players to beat their own high scores with each attempt, providing high replayability.



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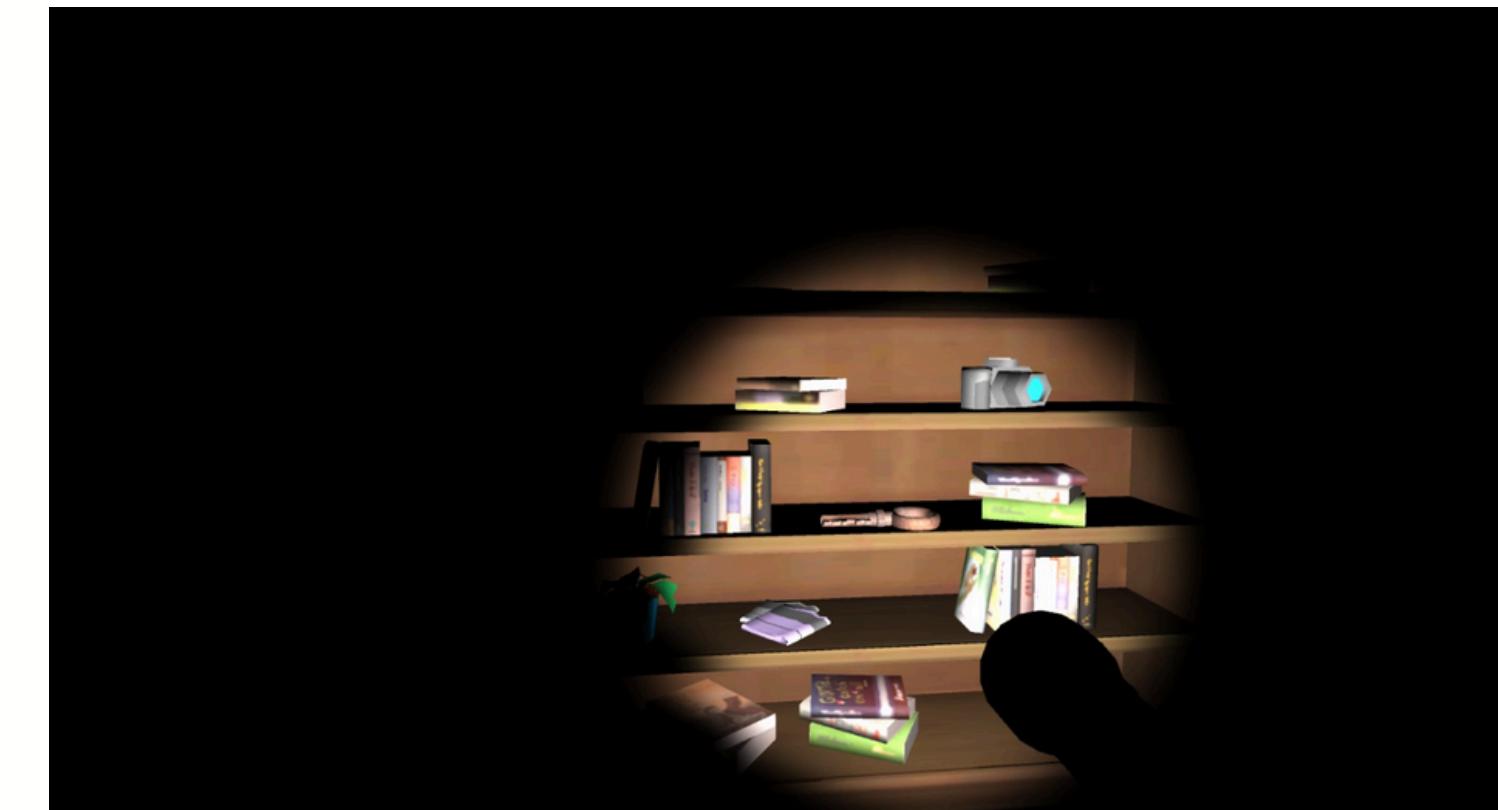
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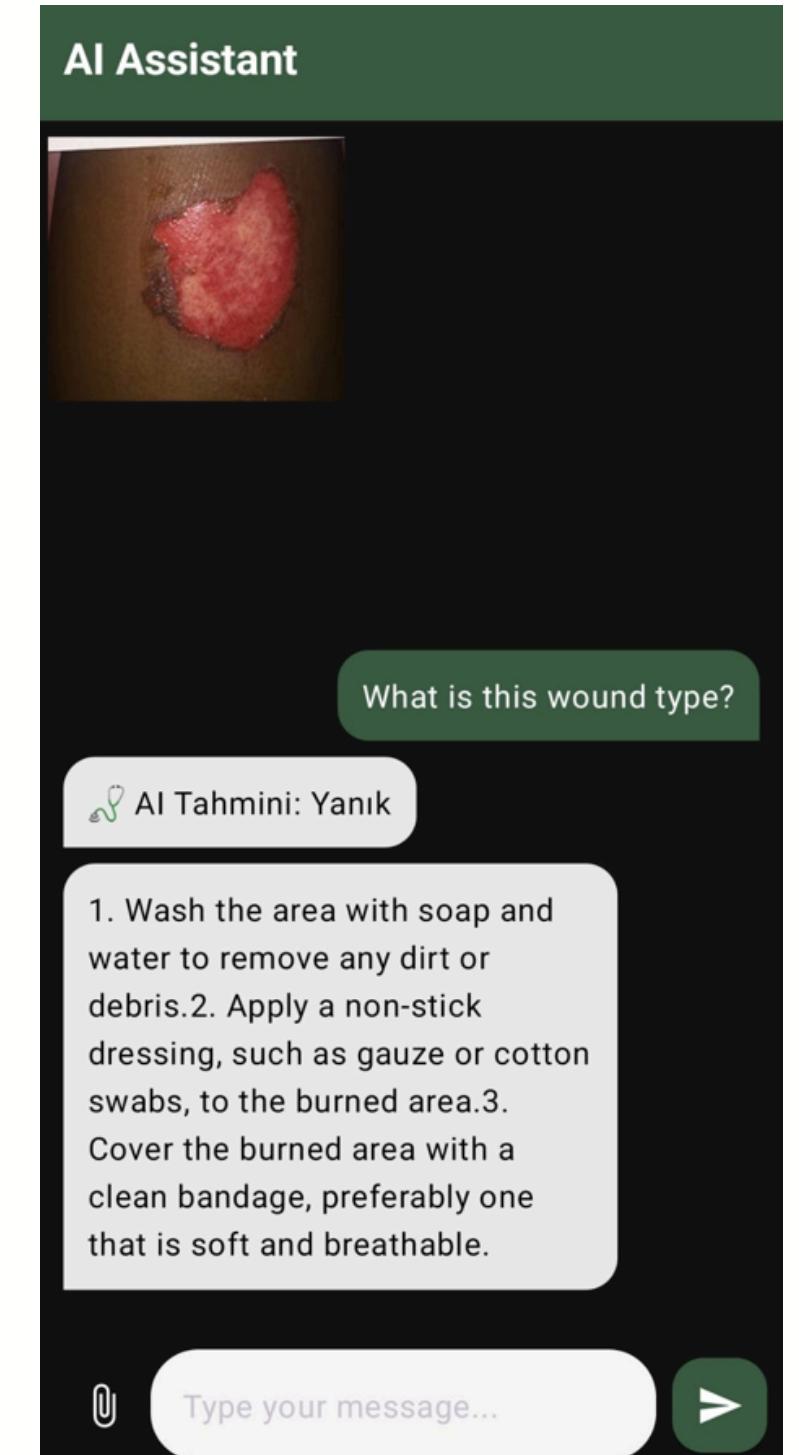
Lost Rusty Key

I developed an escape-themed game called Lost Rusty Key. In the game, the player searches for a rusty key hidden in one of the rooms, unlocks the exit, and attempts to escape. Each time the game starts, the rusty key spawns randomly in one of eight different rooms, offering a different experience each playthrough and increasing replayability. Lost Rusty Key combines exploration and light suspense to deliver a short yet exciting experience for the player.



Graduation Project

I developed a mobile application that provides first aid recommendations to soldiers injured in combat, functioning offline and directly on the device without an internet connection. With this application, when soldiers upload a photo of the injured area, the AI model I trained identifies the type of wound and provides appropriate first aid suggestions based on the available medical supplies. Through this project, I aimed to help reduce, at least partially, the number of soldier casualties.



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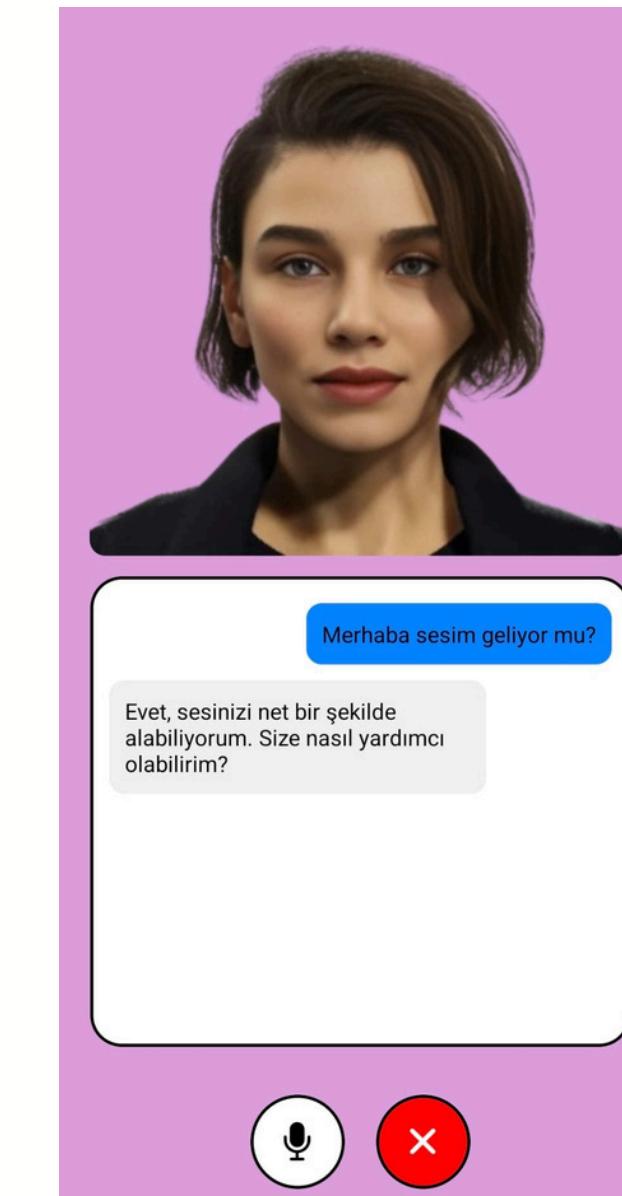
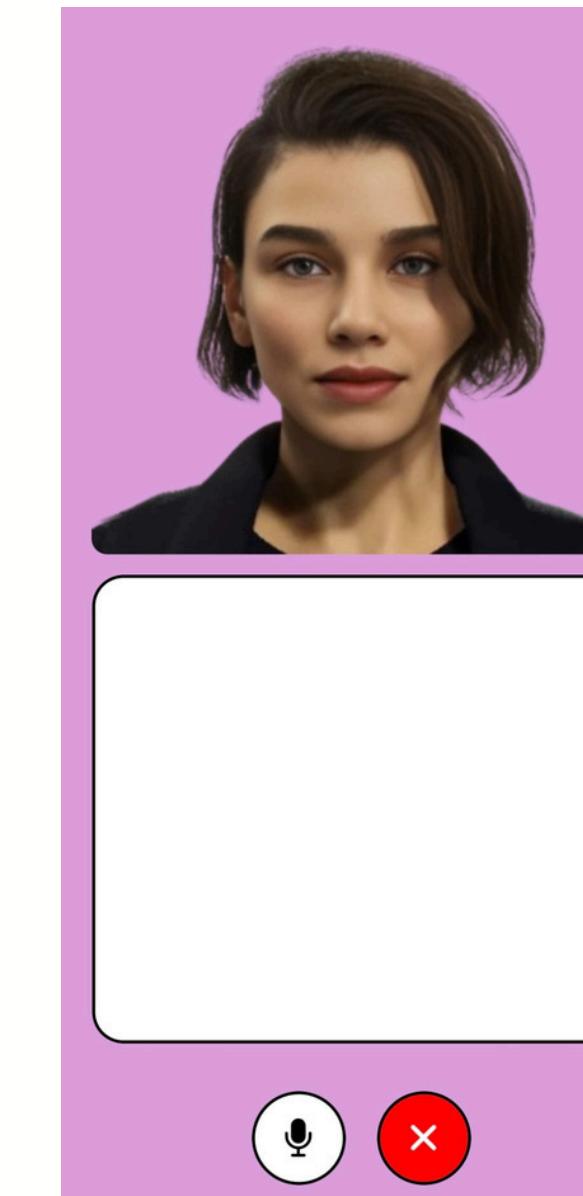
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Cerebrum Tech Internship Project

I developed an AI chat application during my internship. The application converts voice input from the user into text and interacts with ChatGPT. It presents ChatGPT's responses to the user both as text and audio, creating a natural communication experience. In this project, I combined speech recognition, text processing, and AI integration to design a user-friendly and interactive application.



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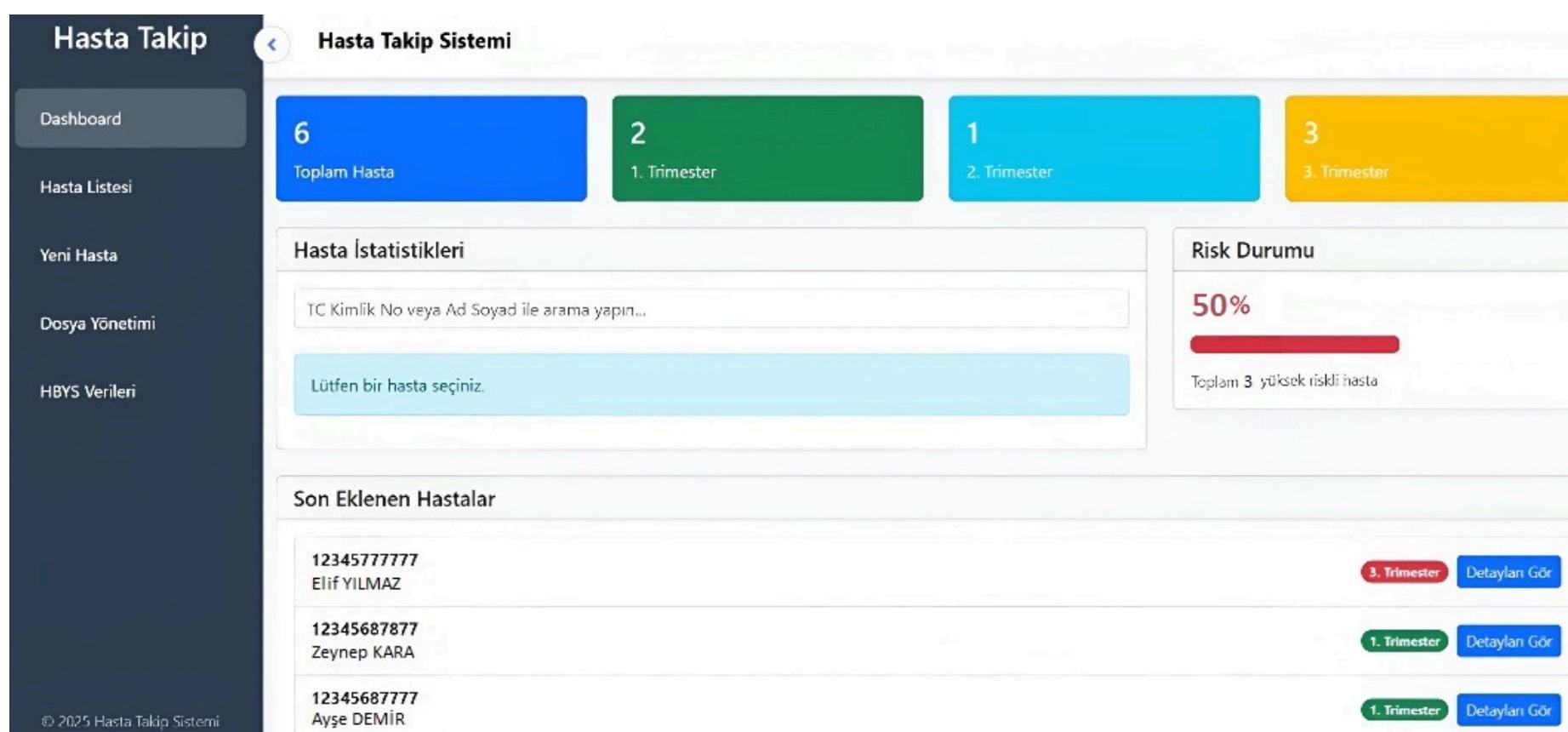
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TÜBİTAK-1001 Project

I took on data collection and web platform development duties. Working with real clinical data, I gained experience in data analysis, data cleaning, and data preparation for AI models. By developing a user-friendly website, I learned the structure of a web application and how to integrate front-end and back-end. I also gained hands-on experience with data processing in AI projects and the development of fully functional web applications.



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**Thank
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