



Burak Çetinkaya

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Education

Selcuk University

Department of Electrical and Electronics Engineering | 4th grade
High Honor Certificate and Departmental First Place in the 2021 and 2022 academic years.

Konya, Turkey

September 2021 - Present

Università Degli Studi di Palermo (Erasmus+ Study Mobility)

Department of Information Technologies

Palermo, Italy

February 2023 - August 2023

Experience

IOTech Software

Software Engineer Intern

- I am currently learning React, Next.js, Tailwind, and similar technologies while developing projects.

Eskişehir, Turkey

February 2025 - Present

Devnet Software

Video Game Developer Intern

- I gained hands-on experience in development processes in a professional setting.

Remote

July 2024 - September 2024

Selcuk University Entrepreneurship and Career Club

Board Member and Vice President

- Led successful projects in R&D, marketing, and organization fields.
- Negotiated business agreements with companies such as Atiker, Altinyıldız, and QNB Finansbank.
- Designed and managed large-scale events with 1000 participants as well as smaller events with 50 participants.

Konya, Turkey

October 2021 - January 2023

Konya Technical University Red Giant Rover Team

Marketing and Sponsorship Coordinator

- We achieved third place in 2021 at the European Rover Challenge, one of Europe's most prestigious robotics competitions.
- Managed promotion and sponsorship activities and contributed to the preparation of reports and documents for competitions.
- As a member of a highly professional team, I significantly improved my collaborative teamwork skills.

Konya, Turkey

February 2021 - September 2023

International Turkish-German Education Project

Project Creator and Manager

- The project I created independently, without guidance from any individual, secured significant financial support.
- Throughout the project, I gained valuable experience in project documentation, presentation, and execution.

Balıkesir, Turkey

December 2018 - June 2019

Projects

Android Game Development with Unity

I developed 3 video game projects in genres such as Roguelike Shooter and Hypercasual for Android using Unity and C#.

Developing a Web and Mobile-Compatible E-Commerce Platform

As a graduation project, I contributed to the development of a Firebase-based e-commerce platform, compatible with both web and mobile, using React and Kotlin. This platform combines elements of Amazon and Letgo.

Skills & Interests

Technical: C, C++, C#, JavaScript, Firebase, Canva, Photoshop, AutoCAD

Language: Turkish (Native), English (B2), Italian, German (A1.1)

Interests: Graphical Design, Traveling, Volunteering

Reference

Assoc. Prof. Kemal Tütüncü

Reference available upon request

Selcuk University

Department of Electrical and Electronics Engineering