Şükrü Çiriş

Computer Engineering Student at Galatasaray University

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I am studying computer engineering at Galatasaray University which I entered at 2018. I have developed and continue to develop myself in game/application development, data engineering, embedded software development and web development. I know C, C++, Python, Java, HTML, CSS and Javascript languages. Moreover, I have experience with various Amazon Web Services such as Lambda, Glue, S3, DynamoDB, etc. Also, I have experience with programming Bosch XDK device for IoT tasks.

EXPERIENCE

dataLobster
Jan 2022 to Dec 2022

Data Engineer

EDUCATION

Galatasaray Üniversitesi
2018 to 2024

Bachelor's degree

SKILLS

Data Structures, Algorithms, C, C++, Python (Programming Language), Java, JavaScript, Data Engineering, Embedded Software, Full-Stack Development, Computer Graphics, Game Development, SDL, Win32 API, OpenMP, Pandas (Software), SQL, Amazon Web Services (AWS), AWS Lambda, Amazon S3, AWS Glue, Amazon Dynamodb, Amazon Simple Notification Service (SNS), Amazon Elastic Container Registry (ECR), Amazon Athena, Amazon EC2, AWS Elastic Beanstalk, Flask, HTML, Cascading Style Sheets (CSS), Git, GitHub, Containerization, Turkish, English, French

PROJECTS

My personal website
Jan 2023 to Present

https://sukruciris.github.io/

e-commerce web app
Apr 2023 to May 2023

https://github.com/SUKRUCIRIS/e-commerce-web-app

I made an e-commerce web app to sharpen my web development skills. I used python, flask for the backend; postgreSQL for the database; html, css and js for the frontend.

Journey of the Slayer
Jan 2023 to Mar 2023

https://sukruciris.itch.io/jos

Journey of the Slayer is a roguelike turn based isometric strategy game where you kill demons to protect human villages. I wrote the game in C language with Raylib library. Source code of the game is here: https://github.com/SUKRUCIRIS/Journey-of-the-Slayer

SKR_Physics
Nov 2021 to Mar 2022

https://github.com/SUKRUCIRIS/SKR_Physics

It is a rectangle based, fast and lightweight 2d physics engine. The library is written in C.

Arduino Animal Trap Project
Oct 2020 to Dec 2020

https://www.youtube.com/watch?v=SoOeIyAPQqg

This is a school project that I did when I was in my first year at university.

Defend The King
Jul 2021 to Aug 2021

https://sukruc.itch.io/defend-the-king

This is a chess-like strategy game which is written in C++.

Quick Black
Jan 2021 to Feb 2021

https://sukruakifgames.itch.io/quickblack

This is my very first game which is written in C. I made it with a friend.

Forrest
Feb 2021 to Mar 2021

https://sukruakifgames.itch.io/forrest

A simple game that I made with my friend. It is written in C.

SKR_SDLRenderer
Dec 2021 to Dec 2021

https://github.com/SUKRUCIRIS/SKR_Renderer

This is a SDL wrapper.

Car data management application
Dec 2021 to Dec 2021

https://github.com/SUKRUCIRIS/Car-data-management-application

One of my school projects

SKR_DirectRenderer
Dec 2021 to Feb 2022

https://github.com/SUKRUCIRIS/SKR_DirectRenderer

This is a render library which is built on win32/direct2d.

SKR framework
Nov 2021 to May 2022

https://github.com/SUKRUCIRIS/SKR

This is a C library for making 2d windows games/applications.

LANGUAGES

English (Professional working proficiency), **French** (Limited working proficiency), **Turkish** (Native or bilingual proficiency)