

Semih Özkar

BSc in Computer Engineering

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ABOUT ME

As a dedicated and motivated Computer Engineering student, I am passionate about innovation and problem-solving in the field of technology. My academic background at **Işık University**, coupled with an Erasmus exchange at **Mälardalen University**, has equipped me with strong programming, software development, and systems engineering skills. I am eager to apply my knowledge and contribute to impactful projects, with a focus on efficiency and innovative solutions. I am a dedicated team player and attentive to learning and applying my skills in a professional environment.

EDUCATION

Mälardalen University (Erasmus Exchange Program)

Västerås, Sweden | September 2024 – January 2025

Relevant Coursework: Internet of Things (Degree level), Applied Statistic in Engineering, Software Engineering. Software Engineering Project Teamwork.

Işık University

Istanbul, Turkey | September 2021 – Present

Bachelor's in Computer Engineering

GPA: 2.9

Relevant Coursework: Data Structures, Database Systems, Operating Systems, Computer Networks, Analysis of Algorithms, Advanced Java Programming, Android Programming, Object Oriented Programming.

AREAS OF EXPERTISE

+Languages

- Java
- C++
- Python
- Assembly/MIPS
- Dash(Frontend)

+AppDevelopment

- Flutter
- Dart
- Android Studio
- Kotlin
- PHP

+ Backend

- Spring Boot
- SQL
- Postman
- Firebase
- Docker , Git

+Internet of Things(IoT)

- Arduino
- Raspberry Pi

PROFESSIONAL EXPERIENCE

TAV Airports | Intern

Istanbul, Turkey | June 2024 – September 2024

- Assisted in maintaining airport systems and software, ensuring operational efficiency.
- Gained hands-on experience in database management and system optimization.

DijiCrea | Intern (Present)

Istanbul, Turkey | June 2025 – Present

- Contributed to mobile and web application development using Flutter, Laravel, and Firebase.
- Gained practical experience in backend integration with PHP and SQL in a collaborative startup environment.

CLUB ACTİVİTES

Volunteer Android101 Course Instructor, HSD Club İşık University

İşık University – Istanbul, Turkey | March 2025 – Present

- Taught introductory Android development to a group of 20 students using Kotlin and Android Studio.
- Covered topics such as UI design, activity lifecycle, fragments, and local data storage with Room Database. Designed hands-on projects and guided students in building their own apps.

HSD (Huawei Students Developer) Club | Club Member,

İşık University | February 2025 – Present

LANGUAGES

- Turkish: Native
- English: C2 Level (Fluent)
- German: B1 Level (Intermediate)
- Swedish: A2 Level (Elementary)
- Dutch: A1 Level (Beginner)

CERTIFICATIONS

- Python Programming for Data Science
- New York Jobs CEO Council – Software Engineering Job Simulation
- Skyscanner – Front-End Software Engineering Job Simulation

REFERENCES

- | | | |
|------------------|---|--|
| • Imad Berrouyne | Professor from Mälardalen University | (imad.berrouyne@mdu.se) |
| • Berke Özenc | Professor from İşık University | (berke.ozenc@isikun.edu.tr) |
| • Barış Eroğlu | Team leader from Tav Airport Internship | (Beroglu@tav.aero) |
| • Ebru Kulbay | Ceo-Founder of DijiCrea | (ebru@dijicrea.com) |

PROJECTS

Anomaly Detection System for Wastermo

- Developed a Python-based anomaly detection system for water usage patterns in smart meters and worked with a group of 7 people.
- Designed algorithms to detect unusual water consumption patterns using machine learning techniques.
- Enhanced system accuracy by implementing advanced data preprocessing methods.
- Collaborated with team members to integrate the system into a cloud-based dashboard.

KronikIzlem App

- Designed and developed a chronic-care tracking mobile app (medication reminders, appointment & doctor management, vitals/lab tracking, family profiles, reports) for Android/iOS with a 3-person team at DijiCrea.
- Tech: Flutter (Dart), GetX, Firebase (Auth/Firestore/Storage/Messaging/App Check), sqflite & SharedPreferences, local/push notifications, charts (FL Chart/Syncfusion), PDF/Excel export & printing, multilingual (TR/EN), theming, in-app purchases & ads.
- + published on Google Play and the Apple App Store.

Royal Mind Mobile

- Designed and developed Royal Mind Mobile, a digital reading app offering library & discovery, chapter reading, text-to-speech listening, user profiles, push notifications, and premium subscriptions—built with MVVM, service/repository layers, and DI.
- Tech: Flutter (Dart 3), Provider, GetIt, Firebase (Auth—Google/Apple, Messaging, Analytics, Crashlytics, Core), RevenueCat (IAP), WebView, HTTP/REST, SharedPreferences, CachedNetworkImage/SVG, StoryView, JWT decoding; Android & iOS (web support).

Internet of Things Implementation

- Designed and developed IoT solutions as part of a collaborative research project during the Erasmus exchange program at Mälardalen University.
- Focused on enhancing device communication and data handling

Advanced Car Robot Project

- Built an Arduino-based smart car with features like obstacle detection, reverse light, speed display, and Bluetooth-controlled horn.
- Used interrupts, timers, and wireless modules for real-time control and mobile connectivity.
- Collaborated with a team to design, assemble, and test the system.

Pomdoro App

- Developed an Android app using Kotlin, Room Database, and MVVM architecture to help users manage study and break intervals.
- Designed a user-friendly interface with customizable sessions, statistics tracking, and fragment-based navigation.
- Implemented features like auto-start break timers, session animations, and a reward system.
- Soon will be in Play Store.