

Yusuf Guney

Computer Engineering Student

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Istanbul

ABOUT ME

Hello, I'm Yusuf. I am 21 years old and a 3rd-year Computer Engineering student at Bursa Technical University. I have a strong interest in cloud computing and aim to improve myself in this field. I see cloud computing as a technology of the future, and I'm particularly drawn to its flexibility, scalability, and ever-evolving nature. In line with this, I have been participating in various training programs to enhance my knowledge. I am a responsible individual who is open to learning, works well in a team, and is eager to explore new technologies. I strive to complete every task I take on in the best possible way. In addition, I am actively working to improve my

English skills through daily practice and continuous learning.

KEY COMPETENCIES

Cloud Computing	Linux	IOT	Innovative and Determine
Python	HTML / CSS	Teamwork	

CERTIFICATES

HCCDA - Tech Essentials

HCCDA - Big Data

HCCDA - AI

BTK Academy - Introduction to Cybersecurity

ACTIVITIES

Huawei - HCS & CodeArts Training

May 2025

I participated in a one-month Huawei Cloud training program. During this period, I gained comprehensive knowledge about Huawei Cloud services and the CodeArts platform. I completed weekly assignments, which helped me develop practical skills. At the end of the training, I successfully passed the HCCD Tech Essential exam and completed the program.

PROJECTS

Rule-Based Text Processing for Sentiment Analysis

In this project, we developed a rule-based system that determines whether an input sentence is positive or negative. The system analyzes the sentence by filtering out unnecessary words and applies predefined rules to identify sentiment. Using Python and natural language processing techniques, we optimized the text processing pipeline. I actively contributed to text preprocessing, rule definition, and sentiment analysis algorithm development.

Smart Curtain Control System

As part of an Internet of Things course, we developed an automated curtain control system using Arduino and sensors. The system adjusts the curtains based on ambient temperature and light levels, aiming to improve energy efficiency and comfort without manual intervention. I played an active role in hardware setup, sensor integration, and control algorithm development.

Platform Game Development with Unity

In our game programming course, we developed a platform game using Unity. The player progresses through levels by overcoming obstacles and challenges. I worked on designing the game mechanics, programming character controls, and arranging the scenes.

User and Product Management System with Zenity

Individually developed as part of a Linux course, this project is a basic inventory and user management system designed with Zenity. It provides a graphical interface for administrators to add, remove, view, and update products. Integrated with Bash scripts, the system features password protection to ensure access for authorized users only. It aims to simplify inventory management through a user-friendly interface.

Fixed-Position Asteroid Game with JavaScript

To improve my web development skills, I designed an asteroid-style browser game using HTML, CSS, and JavaScript. The game features a stationary spaceship that shoots at enemy like objects approaching from random directions. I used the Canvas API for graphics and implemented collision detection, object movement, and scoring systems with JavaScript. This project enhanced my skills in browser-based game development and interactive animations.

You can find more details about my development journey and projects on my GitHub and LinkedIn profiles:

LinkedIn: [<https://www.linkedin.com/in/yusuf-guney/>]

Github: [<https://github.com/Yusuf-Guney>]

Currently

As a third-year Computer Engineering student, I am continuously improving my technical and practical skills. I aim to gain hands-on experience by applying the technologies I've learned in real-world scenarios. I have a strong curiosity for new technologies and a passion for continuous learning. I explore different areas to better understand where I want to specialize.

I successfully completed the Huawei Cloud Acceleration Program, during which I:

- Participated in weekly technical trainings and practical assignments,
- Gained hands-on experience with Huawei Cloud services and tools such as CodeArts,
- Passed the HCCD Tech Essential exam,
- Earned Huawei Cloud certificates recognizing my achievements.

I am currently focused on deepening my knowledge in cloud computing and actively seeking internship opportunities, especially in cloud-related fields.

At the same time, I am doing my best to improve my English skills through daily practice and self-study. In parallel with this, I continue to progress in my university courses and contribute to the projects we carry out at school.

EDUCATION

Bursa Technical University	2022-2025
Tasoluk Anatolian High School	2017-2021

REFERENCES

References will be shared upon request.