



Abdullah Kaşgar

Software Developer



0 542 741 91 58



www.abdullahkasgar.com



abdullahkasgar2494@gmail.com

SUMMARY

I'm a Software & IT developer in progress, studying Computer Programming at Istanbul University. I'm developing my skills in AI, embedded systems and modern software technologies.

CAREER

• 2022 - PRESENT

SOFTWARE DEVELOPER

Freelance

- Technically focused on development processes within Artificial Intelligence (AI) and embedded systems.
- Driving the integration of innovative technological solutions into the startup ecosystem.

EDUCATION

• 2016

ISTANBUL UNIVERSITY

Associate's Degree (Computer Programming)

- Member, 2025-2027

SKILLS

Solid foundational knowledge in programming languages, including Python, C#, and C, with focused ongoing development in Embedded Systems. Experienced in creating mobile applications with Flutter, developing web projects using HTML, CSS, and JavaScript, and building hardware-software solutions with Arduino.

COVER LETTER BY

Abdullah Kaşgar

Software Developer

DEAR HIRING MANAGER

I am writing to express my strong interest in opportunities where my software and IT expertise can be applied effectively. As a Computer Programming student at Istanbul University with a focus on AI, embedded systems, and modern software technologies, I possess a robust technical foundation.

I am proficient in key languages including Python, C#, and C, with practical experience in mobile development (Flutter), web projects (HTML/CSS/JS), and hardware-software solutions (Arduino/Embedded Systems). My entrepreneurial drive leads me to architect innovative technological efficiencies.

With Professional English and Advanced Arabic proficiency, I am equipped to operate effectively in multilingual and international environments. I am confident that my technical focus and passion for efficient solutions will make me a dedicated and valuable asset to your team.

I look forward to discussing how my abilities align with your needs.

Sincerely,

Abdullah Kaşgar - Software Developer in Progress