

ABDULRAHMAN HAMDI

Computer Engineer



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🌐 **Nationality:** Syrian
Date of birth: 21 March 1998

📍 Sivas and Istanbul/Türkiye

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About Me

A dedicated Computer Engineering student at Sivas Cumhuriyet University with strong expertise in full-stack web development, Android app creation, and data science. Skilled in multiple programming languages including Java, Python, Kotlin, and C++, with hands-on experience in both frontend (HTML/CSS, JavaScript, React) and backend (Node.js, Django, SQL-based databases). Passionate about building efficient digital solutions and enhancing user experience. In addition to my technical background, I have worked as a mathematics and programming instructor for several years, delivering engaging lessons in problem-solving, logic, and software development. Currently deepening my knowledge in machine learning and deep learning models.

Work Experience



- Developed Android and web projects using modern technologies.
- Built 2D games, a library system, a student dashboard, and a personal portfolio website.
- Worked on a GAN-based image processing project and a recommendation system for graduation.
- Delivered long-term teaching in math, algorithms, and programming since 2015.

Technical Skills



Front-end web design — Mar 2023 - Present

- Learned from YouTube, Udemy, W3Schools, Btkakademi.
- Developed interfaces using HTML5, JavaScript, CSS3.
- Worked with frameworks: jQuery, Bootstrap 5 (still learning React).
- Enhanced UX using tools like Lighthouse.
- Good understanding of graphic/UI design principles.

Backend Web — Dec 2021 - Present

- Learned backend from multiple platforms including Udemy & Btkakademi.
- Used JavaScript, Java, Python for backend development.
- Frameworks: Node.js (learning Django & Spring Boot).
- Database knowledge: MySQL (learning PostgreSQL).



Android Development — Nov 2023 - Jun 2024

I learned from several sources including YouTube, Udemy, W3schools, JetBrain, Btkakademi

- Developed Android apps using Java and Kotlin.
- Designed UI/UX for Android platform.
- Used Android SDK & Studio.
- Ensured privacy compliance and performance optimization.
- Solid understanding of networking and problem solving.

Data Science — Sep 2024 - Present

- Studied AI, Deep Learning, Data Mining, Machine Learning, Image Processing.
- Worked on a GAN project using DCGAN for image generation.
- Developed various ML/AI projects with real-world application.
- Currently working on a graduation project using recommendation systems.

Teaching Experience

Math & Science Instructor — 2015 - 2024

- Taught various mathematics courses such as Analytical Math, Algebra, and Geometry & Space (since 2015).
- Lectured Math I & II at Cumhuriyet University (2021 - 2023).
- Worked at Success Path Institute (Tariq Al-Najah) and YÖSBook at Exam Section (2020).
- Delivered YÖS preparation courses at:
 - Canupos Institute — 2020
 - Online YÖS Teacher — 2021 to 2022
- Taught Genetics and Probability courses (2015 - 2018).
- Experienced in Differential Equations (2015, 2022, 2023).
- Lectured Differential Equations at Cumhuriyet University (2021 - 2023).
- Taught Probability and Statistics at Karabuk University (2024).
- Taught Probability and Statistics at Cumhuriyet University (2024).
- Taught Algorithm Design and Analysis at Cumhuriyet University (2024-2025).

Education :



Bachelor of Computer Engineering

Institution: Sivas Cumhuriyet University (09 Sep 2021 – Current)

- **Location:** Sivas/Türkiye
- **Website:** <https://www.cumhuriyet.edu.tr/>

Projects:

Breakout game 2D:

We have developed the Breakout game and improved many of its features

[Dec 2023 -Jan 2024]

- I collaborated with my team on the development of the Breakout game 2D, with my primary responsibility centered around designing and implementing the timer feature, Levels and many additional features . Using Java and JavaFx and using and structure development of the code , I ensured compatibility across multiple platforms, aiming to enhance user productivity by providing a dedicated and efficient time management tool. This project underscores my capacity to develop critical features and elevate user satisfaction through teamwork.
- **Link:** <https://github.com/abdurahmanhamdi/Breakout.git>

Math game 2D:

We've built an entire game around math operations

[17 Jan 2024 (1 Day)]

- I collaborated with my team on the development of the Breakout game 2D, with my second responsibility centered around The game aims to develop children's mentality through collecting fruits. When collecting any fruit, the game performs an addition, subtraction, or multiplication process according to what the user has entered. At the end of the process, the winning result and the result of the operation appear. Using Java and JavaFx and using and Build complete code , I ensured compatibility across multiple platforms, aiming to enhance user productivity by providing a dedicated and efficient time management tool. This project underscores my capacity to develop critical features and elevate user satisfaction through teamwork.
- **Link:** <https://github.com/abdurahmanhamdi/Mathgame.git>

Snake game 2D:

I developed this game on my own and added many features to the game

[2 Feb 2024 -7 Feb 2024]

- I collaborated with my team on the development of the SnakeGameByJava 2D, with my responsibility centered around designing and implementing the timer feature, Levels and many additional features . Using Java and JavaFx and using and structure development of the code and this game was the first game that I developed on my own, so I built it using the Java language, which aims to understand how to build desktop code.
- **Link:** <https://github.com/abdurahmanhamdi/SnakeGameByJava.git>

Website:

I have built my own website but have not yet finished and developed it

[[March 2024 -Present](#)]

- I developed my website through the following:
- **Languages:** Programming languages HTML, CSS, and JavaScript used to build and design the user interface. Additionally, programming languages JavaScript Django python used for backend development
- **Frameworks:** JQuery, React.js for the frontend, and Django for the backend.
- **Databases:** database system for the website used Postgre
- **Development Tools:** Development tools include tools like Git for version control, text editors like Visual Studio Code or Sublime Text, and design software like Adobe XD or Sketch.
- **Hosting** web hosting service is crucial AWS or shared hosting.
- **Security and Performance:** Measures should be taken to secure the website and improve its performance using HTTPS, optimizing images, and reducing loading times.
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Library automation Database Project:

We are building a library of books using databases

[[1 April 2024 -18 May 2024](#)]

- The library automation we designed is based on the system of borrowing and returning books in the library by members.
- Each book has its name, number of pages, publication date, stock status, location and its own ISBN number.
- Location information is kept in the system as Shelf Number, Floor and Room Number.
- Members' ID number, name, telephone, address and e-mail information are kept.
- Members' name information is kept in the system as first and last name.
- Members can borrow books from the library. The Odunc ID indicating that the member borrowed the book, purchase date and return date are kept by the system. Additionally, blacklisted members are also stored in this entity set.
- A member cannot purchase new books without returning the purchased books. If the specified refund period passes, the member is added to the blacklist.
- Books can be reserved by members. Members' reservation information is kept by the system with their Reservation Date and ReserveID.
- There is a bookkeeper who organizes the books.
- Each responsible person has name, email, telephone, address information and a unique responsible ID.
- Name information is kept in the system as name and surname.
- Publishing houses have a publisher name, name, address, telephone number and website. A publishing house can publish many books, but a book is published by a single publishing house.
- Name, address, email, phone number and author ID of the authors are kept. A book may have more than one author.
- There are types of books. A book can exist in more than one genre. Types have a typeld and description.
- **Languages:** Programming languages HTML, CSS, and JavaScript used to build and design the user interface. Additionally, programming languages PHP used for backend development
- **Databases:** database system for the website used MySQL
- <https://github.com/abdurahmanhamdi/Library-html.github.io>

Car Parking System Jan 2, 2025

- Custom car parking site built from scratch. Backend: Django. Frontend: HTML/CSS/JS.
- https://github.com/abdulelhamhamdi/car_parking-_website

GAN Image Processing (DCGAN) Feb 10, 2025

- Image generation project using Python, GANs, and deep learning frameworks like TensorFlow & PyTorch.
- <https://github.com/abdulelhamhamdi/GAN-Project>

Student Dashboard Oct 28, 2024

- Web dashboard to manage grades and academic progress. Built with Node.js, HTML, CSS.
- <https://github.com/abdulelhamhamdi/StudentDashBoard>

Sivas Syrian Students Union Website Jul 20, 2024

- Built a full website with Node.js, MySQL, and frontend tools like Bootstrap, JQuery.
- <https://github.com/abdulelhamhamdi/ssob.github.io>

LANGUAGE SKILLS

Mother tongue(s): Arabic

Other language(s):

English: B2

Speaking: B1 Reading: C1 Listening: B2 Writing: B2

Turkish: C1

Speaking: C1 Reading: C1 Listening: C1 Writing: C1