



AHMET ONUR EVİS

Computer Engineer

EDUCATION



UNIVERSITY

09.2020 – 06.2024

Computer Engineering

Kutahya Dumlupınar University | Kutahya, TURKEY



Thesis | Appointment System



WORK EXPERIENCE



Mosk Bilişim Teknolojileri

06.2023 – 09.2023

Software Development Intern | Bursa, TURKEY



- Software Development
- Geographic Information System
- Web Desing
- Income Increasing Project
- Testing to detect and fix software bugs I participated in the process.
- Efficient and collaborative by contributing to teamwork
- I created a working environment.
- Time management by working according to the project schedule I developed my skills.

Duscart Elektromobil Takımı

10.2021 – 06.2022

Software Development | Kutahya, TURKEY



- I worked as a Computer Unit Member in the Duscart Electromobile Team, which works on sustainable energy sources.
- I contributed to the software and hardware development processes for electric vehicles.
- I strengthened the cooperation within the team and created an efficient working environment.
- I ensured that the team achieved its goals by managing the project processes.
- I improved product quality by performing software and hardware tests.
- I prepared regular progress reports during the project and provided information to the managers.
- I contributed to the successful completion of the project by generating creative solutions.

CERTIFICATES & COURSES



HTML5 ile Web Geliştirme | BTK AKADEMİ

05.2023

Python | Turkcell Geleceği Yazanlar

03.2023

Asp.Net & Asp.Net Core | Udemy

06.2023

English Education | British Culture

02.2022

SKILLS & COMPETENCES



C#, Python, Asp.Net & Asp.Net

Core, HTML,CSS,JS,MSSQL



Solving problems



Communication



Presentation



Creativity



Analytic thinking



LANGUAGES



TURKISH – Native language



ENGLISH – Intermediate



References



Doç. Dr. Durmuş Özdemir - 0505 858 13 35

Dr. Öğr. Üyesi Çiğdem Bakır - 0536 207 29 48

Recep Taha İlgar - 0544 870 01 02

Fatih Erdem - 0507 529 17 13

INTERESTS



Trekking

Cars

Video games

Football