

Atilla MERCİMEK

SOFTWARE ENGINEER

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📍 Erzurum,Turkey

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🔗 <https://github.com/atillamrcmk>

🎓 EDUCATION

Atatürk Üniversitesi Yazılım Mühendisliği

09/2021 – 06/2025 | Erzurum,Türkiye

Bayburt Fen Lisesi

09/2016 – 09/2020 | Bayburt,Türkiye

🧠 SKILLS

Flutter	<div><div></div></div>
C	<div><div></div></div>
C++	<div><div></div></div>
C#	<div><div></div></div>
Python	<div><div></div></div>
SQL	<div><div></div></div>

🌐 LANGUAGES

English	<div><div></div></div>
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🔑 INTERESTS

- Artificial Intelligence Applications
- Mobile Development (Flutter, Android, iOS)

👤 PROFILE

A highly motivated Software Engineer with strong interests in data science, artificial intelligence, and mobile application development. Skilled in Python, Java, C#, Flutter, and modern software technologies, with experience in both individual and team-based projects. Open-minded, innovative, and detail-oriented, with a proven ability to design, develop, and deploy scalable applications. Currently seeking opportunities to enhance competencies through internships, research, and collaborative projects.

📁 PROJECTS

HızlıMarket (C#, SQLite, 2025)

- A barcode-based market automation system that manages product operations, sales transactions, and reporting through an integrated SQLite database.

Kangaroom (Flutter, 2025)

- A mobile application for student tracking and performance analysis, featuring attendance, growth monitoring, and teacher-student communication modules.

Restfulness Prediction System (Python, 2024)

- A machine learning-based application that predicts worker fatigue scores using shift data, with a Tkinter GUI and voice command integration.

CV & Job Recommendation App (Flutter, 2025)

- A mobile platform that allows users to create CVs and receive job recommendations through API integrations with Remote and JSearch.

👛 PROFESSIONAL EXPERIENCE

Software Engineering Intern – Missoft (07/2025 – Present)

Sinan KUL ✉

Currently working as a software engineering intern at Missoft, contributing to mobile application development projects with Flutter. Responsibilities include designing user interfaces, implementing API integrations, and collaborating with the development team in an Agile environment. This role has provided valuable experience in professional project workflows, version control with Git, and teamwork in a real-world setting.