

TEAM VENTUS



Overview

<i>Project Name</i>	ServeEasy
<i>Project Members</i>	<ul style="list-style-type: none">• Muhammet Ali Öztürk• Oğuzhan Şükrü Keleş• Nihat Avcı• Mehmetalı Açık• Muhammed Osman Kara
<i>Project Dates</i>	<p>Start Date: Sep 22, 2025</p> <p>End Date: Jan 10, 2026</p>
<i>Product Name</i>	Soyle



Muhammet Ali ÖZTÜRK

I am Muhammet Ali Öztürk. I am a second-year software engineering student with a strong passion for programming and an entrepreneurial spirit. I specialize in Python and Flutter Dart, with a solid foundation in Java and an introductory understanding of C. My journey into the world of technology began with game development, where I independently created six games using Python. This experience fueled my curiosity for a new challenge, leading me to focus on Flutter Dart.

After mastering Flutter Dart, I founded a team and led us in the development and successful launch of a mobile game. This experience not only improved my technical skills but also gave me valuable skills into group management and project leadership. I then expanded my vision by establishing a marketing group, and we are currently working on new and exciting projects. In my spare time, I continue to explore my creativity, having developed two additional games on my own using Flutter Dart. Beyond game development, I have completed courses in Data Science and Machine Learning and am now actively delving into Deep Learning, continuously expanding my knowledge base. I am passionate about learning and collaborating, and I am excited to see what the future holds for my teams and me.



muhammetaliozturk@posta.mu.edu.tr - Main Contact



[aomtrks](#)



+90 534 205 47 30 - Main Contact



Python - Flutter Dart - Java - C



Oğuzhan Şükrü KELEŞ

My name is Oğuzhan Şükrü Keleş. I am currently studying software engineering as 2nd grade. I am from İstanbul. I am 20 years old. I have basic knowledge of Python, Java and Machine Learning. And I am hoping for a career in artificial intelligence engineering. My position goal is being an executive officer. Media literacy and consistent reading habits are skills that i am trying to achieve. Also me and my friends made a game together which was played by over three hundreds of people. Nowadays, i enhance my skills in artificial intelligence field through deep learning.



oguzhansukrukeles@posta.mu.edu.tr



[oguzhansukrukeles](https://github.com/oguzhansukrukeles)



+90 551 108 68 80



Python - Java



Nihat AVCI

I am Nihat Avcı, second-year Software Engineering student at Muğla Sıtkı Koçman University and I'm from Cyprus. My passion for software drives me to constantly learn new technologies and improve myself. I have basic knowledge of Python and Java programming languages, and I continue to gain experience by developing various projects with them. Together with my friends, I have worked on small project that helped me improve my teamwork and problem-solving skills. I enjoy problem-solving, creating algorithms, and keeping up with innovations in the software world. I will decide which specific field I want to specialize in within this year. One of my biggest goals is to become a skilled software developer, take part in large-scale projects, and contribute to technology.



nihatavci@posta.mu.edu.tr



[**avci-nihat**](https://github.com/avci-nihat)



+90 534 024 48 98



Python - Java



Mehmetali AÇIK

My name is Mehmetali Açık. I'm from Cyprus. I'm a software engineering 2nd year student. I have extensive knowledge in Python, Java, C and Flutter dart. I also have knowledge in Machine learning and currently studying deep learning to get in the field of artificial intelligence. Besides that I also developed a game with a group of 4 and published it to Huawei app gallery where hundreds of people downloaded it. My goals for the future is learning more about artificial intelligence and getting a data scientist job at a nice company.



mehmetaliacik@posta.mu.edu.tr



[SoftwareDevPirate](#)



+90 533 866 29 60



Python - Java - Flutter Dart



Muhammed Osman KARA

I am Muhammed Osman Kara. I am a software engineering student in Muğla Sıtkı Koçman University. I have enough knowledge and experience in Python, C and Java languages. In addition, I have experience in mobile game development. I have worked on a team project where I focused on researching the process, designing game characters, arranging level design and using AI tools. I gained experience in teamwork, task sharing with team members, adapting to the process and problemsolving. I am passionate about continuous learning, analytical thinking, exploring new tools and frameworks. My career goal is to gain experience by participating in as many projects as possible and improve my skills while growing as a flexible software engineer.



muhammedosmankara@posta.mu.edu.tr



[muhammedosmankara](#)



+90 551 960 17 13



Python - Java

Our Strong Points

- Hardworking
- Communication skills
- Mutual trust
- Determination
- Decisiveness
- Passionate
- Discipline
- Teamwork
- Well-organized

The First Meeting





Team Agreement

- Methods of communication will be face-to-face and WhatsApp for messages.
- Communication response times will be within 2 hours between 9:00 am and 9:00 pm.
- Our team will meet once a week and attendance is mandatory.
- Meetings will be held face-to-face at the scheduled time and place. All members will take notes.
- Each group member will prepare according to the distributed tasks.
- Our team will commit only significant changes with proper documentation and clear log messages.
- The division of workload will be even for every member. The main contact person will decide the workflow.
- The project will be submitted within a week by the main contact person and reviewed by every member of the group before submission.
- If a team member drops out, consistently misses meetings, or is academically dishonest, it will be reported to the instructor and appropriate action will be taken.