

CONTACT

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PERSONAL

- **BIRTHDAY**
- **MARRIAGE STATUS**
- **MILITARY STATUS**
- **WORKING STATUS** Ready to Work
- DRIVING LICENSE B2 - manuel automobile UAV - drone license: up to 25 kg

LANGUAGE

- TURKISH 🔽 native language
- ENGLISH B2 - University level
- GERMAN = **Currently Learning** 4 year High School Experience

JOBS WHAT I PREFER

- FRONT-END DEVELOPER
- MOBILE APP DEVELOPER
- **BACK-END DEVELOPER**
- A.I. ENGINEER
- SOFTWARE DEVELOPER

PERSONALITY

- **TEAM PLAYER**
- **EAST ADAPTABLE**
- **DETAIL-ORIENTED**
- **DETERMINED**
- **PLAN-ORIENTED**
- **CREATIVE**
- **OPEN-MINDED**
- **PASSIONATE**
- **OPEN TO CHANGE**
- **CURIOUS**
- RESOLUTE
- RESEARCHER

AYKUT MÜRKİT

COMPUTER ENGINEER

PROFILE INFO

Since my early childhood, I have held a strong fascination with electronic devices, but computers have always taken the lion's share of my interest. I have consistently found joy in repairing malfunctioning computers and breathing new life into outdated ones by modifying them. The deep bond I share with computers led me to pursue my undergraduate education in the field of computer engineering. To further position myself within the industry, I also want to obtain a bachelor's degree in business.

My favorite activity is problem-solving, and computers, with their intricate structures, present a delightful challenge in terms of troubleshooting. I take great satisfaction in identifying and resolving these issues, conducting research, and educating others on these matters. I am eager to use the internet as a tool to enhance my expertise in web and mobile technologies. If a subject exists online, I see no reason why I cannot conquer it. I completed my undergraduate education in English and am learning the German language to expand my access to resources and people.

In the near future, I aspire to establish my own entrepreneurial ventures, but before assuming leadership roles, my primary objective is to gain practical experience by immersing myself in the hands-on aspects of the field. I am driven to develop new software and technologies that will simplify people's lives, contributing to a brighter future.

SKILLS



Ardunio



React Native



Flutter



Hibernate





Java



Spring



Language





CSS 3



SQL



FIREBASE

HTML 5



BASH SCRIPTING



MS OFFICE



TensorFlow



Java Script



Photoshop



Python Keras





OpenCV



Figma

Always learning ...

EXPERIENSED



MIPS



CUDA



Blender



KRITA



Unreal Engine

ABOUT OF MY GRADUATION PROJECT

• My graduation project is a social communication application that allows people to communicate for blood sharing. Thanks to this application, people can share blood according to their location. The project was written in React native and firebase was used as instant database.

EDUCATION



FAHREDDIN KERIM GOKAY ANATOLION HIGH SCHOOL

• 2010 - 2014



ISTANBUL AYDIN UNIVERSITY ENGLISH PREPARATION SCHOOL

• 2017 - 2018



- 2018 2023
 - Computer Engineering (English)

- GPA: **3.45**





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REFERENCES



Figopara

Front-end Developer

tahatarakci34@gmail.com



- Beymen

Back-end Developer sergengul23@gmail.com



(A) Melek Bazarbaşı

ING Bank

Senior Software Developer melekp30@gmail.com

For confidentiality reasons, The telephone numbers of the references are not shared. It will be shared if contacted

HOBBIES

SPORTS

Jogging

- Basketball, Football, Table Tennis

ENTERTAINMENT

Movie

- Web-TV Series

Reading

• Biographies

DIY PROJECT VIDEO GAMES

FPS - TPS

Platform

Battle Royale

AYKUT MÜRKİT

COMPUTER ENGINEER

M EDUCATION

KOÇ UNIVERSITY

machine learning winter school

_ February 2021

• We have prepared a deep learning model to distinguish between covid x-rays and health people remotely on google servers with R language.



PLADIS

bizz@kampüs Semi Final

Product Development and Marketing Competition

May 2021

• Together with my friend from university, we designed a biscuit for Ülker company and we managed the marketing stages of it.



REACT NATIVE CERTIFATES

Turkcell Gelecegi Yazanlar React Native

June 2023

• I joined this program to write my graduation project.



MORK EXPERIENCE

ARCELİK GLOBAL

Television Production Officer

- August 2017 - 2 months

• During the summer, I worked on the television production line. I was providing the quality and control of the chassis used in the production of televisions.



ISTANBUL AYDIN UNIVERSITY

Distance Education Application and Research Center

March 2021 - May 2021

• During the pandemic, I provided the quality and control of the online courses given at the university.



YAPI KREDI BANK

Intern

- June 2021 - August 2021

• I successfully completed the Yapı Kredi internship program and received my certificate.



TAKSIM GAMES - START UP

Art Designer & Programmer

August 2022 - December 2022

• It was a game company venture made with 3 friends and an investor. I was in charge of the art department and I was responsible for logo design and all visual works.



- Please scan the QR code for the most up-to-date CV.
- This document was written on August 15, 2023 and you can refer to the current version for changes.

LATEST CV