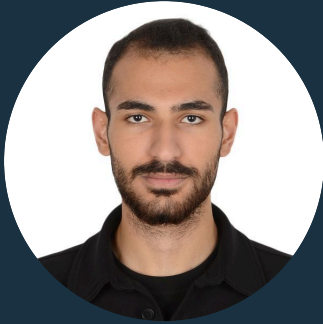# Barkın Sarıkartal

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📞 +90 543 747 4045

in Barkın Sarıkartal

○ barkinsarikartal

SKILLS

Programming Languages

- C
- C++
- C#

Tools & Technologies

- Arduino & ESP32
- Arduino IDE & PlatformIO
- SquareLine Studio
- Unity Game Engine
- Unreal Game Engine
- Adobe Premiere Pro
- PCB Design (Beginner)

OTHER INFORMATIONS

Personal Characteristics
- Social
- Compatible with teamwork
- Compatible to work in English
- Easily able to apply what one has learned

REFERENCES

Ömer Faruk Uçar,
Electronics Engineer, Co-Founder, Robo90
omerfarukucar@robo90.com, +90 543 679 9519

Ayhan Emre Korucu,
Software Engineer, Founder, Povodu
ayhanemrekorucu@gmail.com, +90 531 350 8835

EDUCATION

Çankaya University, Computer Engineering (Full Scholarship)
09/2021 – Present
- The ability to work in groups was acquired.
- Gained the ability to transform projects into ready-to-use final products.
- Developed the ability to transition from simple learning projects to more complex ones.

Private Yankı Anatolian High School
09/2019 – 06/2021

Private ASO Technical Anatolian High School, Industrial Automation Technologies
09/2017 – 06/2019
- Completed training in lathe, leveling and milling.
- Learned the details of electrical and electronic components.

PROFESSIONAL EXPERIENCE

Çankaya University (Department of Information Technology)
Part-Time Student
03/2024 – Present

Instructor Deneyap Türkiye
Instructor of Electronic Programming and IoT
09/2023 – 01/2024

PROJECTS

Çankaya Smart School Bus Access & Tracking System
07/2024 – Present
Developed a smart bus access and tracking system for Çankaya University's school buses. The system is built using an ESP32 microcontroller and a SIM7600 4G module for communication, and interacts with the university's servers via a REST API.

RFID-Based University Access Control System
07/2024 – 01/2025
Developed an RFID-based access control system for Çankaya University, in operation since January 2024. This project was assigned to me by Çankaya University Rector H. Hakan MARAŞ.

Realistic Horror Game ⬀
10/2023 – 01/2024
This realistic horror game was made using Unreal Engine for CENG241 (Object Oriented Programming) Course in Çankaya University and received full marks (100/100).