

Bartu Şişman
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EDUCATION

SABANCI UNIVERSITY, Turkey **Expected Jun 2025**
Faculty of Engineering and Natural Sciences.
Bachelor of Science in Computer Science and Engineering,
%50 Scholarship

TED Ankara Collage Foundation, Turkey **Sep 2015 – Jun 2019**

- IB (international baccalaureate) Program, High level mathematics, High level physics.
- Nova Scotia Bridgewater High School as an exchange student

WORK EXPERIENCE

Roketsan Missiles Inc., Turkey Simulation Electronic Warfare Unit –*Software Engineering Intern*
Jul 2023 – Aug 2023

- Investigated and applied dynamically linked libraries (DLLs), converting a C++ static library for dimension conversions to a DLL for broader use and language compatibility, and implemented a Java Native Interface for integration with Java applications.
- Developed a complex flight simulation using C++ with a focus on object-oriented programming, especially inheritance and polymorphism. Emphasized the Single Responsibility Principle in code design, enhancing code maintainability and scalability.
- Collaborated with senior engineers, gaining insights into effective programming and project management techniques.

IVEO Electronics Inc., Turkey –*Network Engineering Intern* **Jun 2021 - Sep 2021**

- Explored and gained understanding of various network protocols including TCP/IP, DNS, DHCP, and others.
- Engaged in network troubleshooting using tools like Wireshark and tcpdump.
- Utilized socket programming in Python to extract and organize data related to coordinates from the company's server, enhancing data management and network efficiency.

PROJECTS

Unity-Side Projects **Jan-Sep 2024**

Developed several basic 2D mobile games, enhancing my proficiency in Unity and C#.
"Delivery Driver," a time-sensitive package delivery game, hones user interaction and score system integration.
"Snow Boarder," where I implemented sprite manipulation and character control;
"Quiz Master," focusing on UI elements and user input handling;
"TileVania," a platformer game demonstrating level design and physics;
"Laser Defender," involving enemy AI and shooting mechanics

CS310(Mobile application development) Project**Sep-Dec 2023**

Developed "GameSphere," a GoodReads-like mobile application to streamline gaming community engagement. Utilized Java, Spring Framework, and MongoDB for backend development; Android Studio, XML, Jetpack Compose and Material Design Components were employed for frontend construction. The application supports cross-platform playtime integration, social interactions through reviews, and personalized game recommendations, demonstrating capabilities in full-stack development and mobile application design.

CS306(Database Systems) Project**Sep-Dec 2023**

Developed "SU_Stock," a database project for CS306 (Database Systems), using MySQL to simulate stock market interactions. This involved detailed database design to manage entities like companies, stocks, and user portfolios.

CS408(Computer networking) Project**Feb-Jun 2023**

Developed "DiSUcord," a Discord-like messaging app focusing on channel-based communication. Leveraged C# socket programming and server-client relationships, accompanied by a simple GUI crafted with Windows Forms on Visual Studio.

PROJ201(Project Course)- Prerequisite Chain**Sep – Dec 2021**

Under Prof. Hüsni Yenigün's guidance at Sabanci University, developed the "Prerequisite Chain" tool, enhancing academic planning by visualizing course prerequisites. Employed Python libraries such as BeautifulSoup, pandas, and matplotlib for data extraction and flowchart creation. Contributed to both frontend and backend, integrating the tool into "bannerweb" for widespread student use.

SKILLS

Language: Turkish (Native), English (Advanced), German (Beginner).

Computer: Microsoft Office, VS Code, Python, C, C++, C#, Java, JavaScript, SQL, PHP, HTML, Firebase, MongoDB, Digital, Verilog HDL

VOLUNTEER WORK**Exchange Buddy****Feb 2020 – Present**

Aided the need of Exchange students in terms of guidance about studying in Sabanci University living in Turkey and legal obligations of residence.

Civil Investment Projects**Feb – June 2020**

Narrated two books (in Turkish) and recorded them which were then used in the Bogazici website. (Açlık- Knut Hamsun, İnci, John Steinbeck)

IB CAS(Creativity-Action-Service) projects**Feb – June 2020**

Built a library for a kindergarten in Ankara mamak, worked as an organizer for school events, built shelters for dogs, provided food for homeless people, organized a e-sport tournament, and found multiple sponsors.

ACTIVITIES

Chess Club (Founder), **Sabanci Esports** (Vice-president), **Literature Club** (Board Director)

HOBBIES & INTERESTS

Literature, music, playing instruments (guitar, piano and drums), sports, chess.