# Bartu Şişman

Istanbul, Turkey

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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

**Ozaltin Holding., Turkey – Software Engineer**

**(Intern: July 2024 – September 2024 | Part-Time: September 2024 – Present)**

- Worked on Athlos, a mobile application for professional athletes and coaches, focused on performance tracking, communication, and AI integration.
- Developed and designed multiple pages and functions in FlutterFlow, utilizing all available tools within the platform. When limitations arose, extended functionalities by writing custom Flutter and Dart code.
- Utilized AlchemySQL for various database operations, including creating SQL queries, adjusting and managing database schemas, and ensuring smooth data integration with FlutterFlow.
- Created and managed API endpoints and calls to facilitate communication between the frontend and backend systems.
- Enhanced knowledge in Docker, utilizing Make commands and files to automate containerized workflows and improve development efficiency.
- Gained experience with Alembic for database migrations and version control, ensuring database consistency across environments.

**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 trouble shooting 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 efficienc

## 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 mobile app for gaming community engagement, similar to GoodReads. Used Java, Spring Framework, and MongoDB for the backend, and Android Studio, XML, Jetpack Compose, and Material Design for the frontend. The app supports cross-platform playtime integration, social interactions, and personalized game suggestions.

**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**

Developed the "Prerequisite Chain" tool under Prof. Hüsnü Yenigün's guidance, using Python libraries (BeautifulSoup, pandas, matplotlib) to visualize course prerequisites. Contributed to both frontend and backend, integrating the tool into "bannerweb" for student use.

## SKILLS

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

**Computer**: Microsoft Office, Git, VS Code, Python, C, C++, C#, Java, JavaScript, Flutter, Flutterflow, Android Studio, XML, Alembic, Docker, SQL, PHP, HTML, Firebase, Supabase, MongoDB.

## VOLUNTEER WORK

**Civil Investment Projects**              **Feb – June 2020**

Narrated two books (in Turkish) and recorded them which were then used in theBogazici 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