

Batuhan Ugur

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SUMMARY

Dynamic Full Stack Developer with experience in projects like full stack web development, interactive games and familiar with face recognition systems, motion detectors. Skilled in both frontend and backend development, with a focus on building practical, user-centered solutions. Enjoy learning and sharpening my skills through feedback and collaboration. Currently seeking opportunities to grow within a creative, impact-driven team

TECHNICAL SKILLS

Python, Java, JavaScript, C#, PHP | HTML, CSS, Vue.js, React, Node.js, Responsive Design | Spring Boot, Web Application Development | PostgreSQL, MySQL, Firebase, SQL, Table Design, E/R Diagrams, JDBC | TensorFlow, OpenCV | XAMPP, Git, IntelliJ, Unity | Unit Testing (JUnit), Integration Testing | Agile Methodologies | Object-Oriented Programming

TECHNICAL PROJECTS

Face Recognition And Cheat Detection

- Developed a **real-time face recognition system** using **Python, OpenCV, and TensorFlow**, achieving **90% accuracy**
- Trained the AI model with **dataset images and videos**, optimizing recognition speed and precision
- Designed and implemented an **interactive UI** to display **real-time student data**, ensuring seamless information retrieval
- Utilized **Google Cloud** for **data storage and retrieval**, improving system reliability
- Worked with a **team of 2**, overseeing project milestones and troubleshooting major challenges
- Optimized algorithm performance to reduce lag and improve user responsiveness

Monster Rama – Web-Based RPG Battle System

- Built a real-time RPG game using **React, Spring Boot, and PostgreSQL**, supporting **100+ characters and monsters**
- Implemented secure login, character creation, and combat logic
- Designed a responsive UI and **integrated 20+ API endpoints**, ensuring fast and smooth gameplay
- Optimized frontend state management and backend queries to ensure seamless performance
- Collaborated closely with teammates to complete tasks smoothly and avoid merge conflicts

INTERNSHIPS

Full Stack Developer

Aug '22 - Sep '22

Quakasoftware | Istanbul, Turkey

- Built a fully functional **blog platform** using **PHP, XAMPP, and MySQL**
- Developed a responsive UI with HTML, CSS, and PHP as part of small projects demonstrating basic web design skills
- Integrated **Excel automation**, enabling **data extraction and export**, and retrieving relevant data when needed

Game Developer

Aug '21 - Sep '21

Gnaarly Game Studios | Istanbul, Turkey

- Developed a **3D interactive game (Cube Surfer)** using **Unity and C#**, implementing small physics and basic mechanics
- Enhanced player experience by refining **game mechanics** and **collision detection algorithms**
- Used simple **visually appealing assets**, ensuring an immersive gaming experience
- Conducted **extensive playtesting** and **debugging**, to improve game performance

EDUCATION

Java Software Development

Jan '25 - May '25

Tech Elevator | Columbus, OH

- Full-stack bootcamp designing software systems and solutions with 800+ hours of education and application

Bachelor of Science in Computer Science

Jan '18 - Jan '23

Kadir Has University | Istanbul, Turkey