BUGRA HIZAL

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About Me

I am a results-oriented Software Engineer with a Bachelor's degree. He graduated from Near East University Software Engineering Department (graduated in January 2023) and continues his Master's degree in Full Stack Web Development. Having experience in Flutter, Dart, TypeScript, MySQL, Git, and more, I contributed to mobile application development at Bi-Siparis and optimized code in Forvia. I am currently good at HTML, CSS, JS, Unity, C, Pine Script, Flutter, and FlutterFlow. Certified in hackathons and problem-solving, I bring a variety of skills to the table. I am passionate about technology, fitness, and creativity and am eager to contribute my expertise to innovative projects.

Education

Near East University   Graduation Date: Jan. 2023
B.S. in Software Engineer
Relevant Courses: Web sites (HTML-CSS), Maths and Data Science (Python), OOP (Python),
                  Database Management (SQL), Algorithms and Data Structures I (Python),
                  Game creator (Unity & C#)

Canadian Collage of Technology and Business   Expended Graduation date: May. 2027
Postgraduate Degree, Full-Stack Web Development

Experience

Bi-Siparis   Mar. 2021 - Oct. 2022
Flutter Developer   *Dart, Firebase, Git, GitHub, Android Studio, Flutter, WordPress, HTML-CSS*

- Contributing to the front-end design of the Bi-order mobile application on the mobile side.
- I created a flowchart of the page structures and categorization of the products to be sold in the general structure of the website and mobile application.

Forvia(Faurecia)   Jun. 2021 - AUG. 2021
IT Intern   *TypeScript, MySQL, Git, GitHub, SQL, Remote Management, SAP(intro)*

- I learned the SAP operating logic and what it does. I reviewed the usage processes in the company.
- Contributed to correcting the incorrect output number data in the TypeScript code, which provides data flow between label machines (POKE-YOKE) with parameters for unit and integration tests.
- I learned how to disassemble the physical server and draw the data and key-map diagram in this process.
- I learned the process flow in the factory's production facilities and how the company logic works.

Software Engineer   Nov. 2022 - Present
Software Engineer   *HTML-CSS-JS, UNITY& C#, Pine Script, Flutter, FlutterFlow*

- A mobile application was designed with FlutterFlow that provides entrance and exit control with the Gym membership system.
- A 2D platform game for the Web called Prison Escape was created with Unity and C#.
- I wrote a script for Tradingview that helps capture Main-Bar strategy rises and predict market direction.
- I currently provide consultancy services to the lawyer portfolio site I created with HTML-CSS-JS.

Skills

Languages:
  Python, C#, HTML-CSS-JS, Unity, Pine Script, Flutter

Technologies & Tools:
  Git, Linux(entry-level), Firebase, SQL, FlutterFlow

Certifications:
  Student Mentor at Near East University
  Game Development with Unity & C#.
  HackerRank Python(Basic) Certificate - 263900fb5f79.
  HackerRank Problem Solving(Basic) Certificate - 854d26441f68.
  HackerRank Problem Solving(Intermediate) Certificate - f5e569ac3abe.

Hobbies:
  Technology, Fitness, Football(played 4 years at university), Soccer, DIY, Bicycle, Travel, Cooking, Music, Video Games