

EDA GÖÇER

Computer Engineering 3rd Year

CONTACT

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SKILLS

Programming Languages:

- Java,
- C/C++,
- Python

Database and Technologies:

- SQL(PostgreSQL),
- Docker & Kubernetes

Web Development:

- HTML, CSS, JavaScript

ABOUT ME

I am a 3rd-year Computer Engineering student and I am developing myself in many areas, especially in backend development. I strengthen my skills by working on various projects using Java, C, Python, and JavaScript. I am open to learning and enthusiastic about experiencing different technologies. I aim to better understand software development processes and improve myself by working both individually and as part of a team.

EDUCATION

ANKARA YILDIRIM BEYAZIT UNIVERSITY

2021-Present

Computer Engineering (English) 3rd Year

- GPA: 2.96/4.0
- Notable Courses: Computer Programming, Object-Oriented Programming, Data Structures, Database Systems, Design and Analysis of Algorithms, Operating Systems, Web Design, Artificial Intelligence, Web Services.

PROJECTS

PATH BLOCKER GAME:

Developed in Java; implementing artificial intelligence techniques with Depth-First Search (DFS) algorithm to find optimal paths through obstacle-filled environments. The AI pathfinding system enables players to navigate efficiently toward targets.

BATTLE SHIP GAME:

A two-player terminal-based game developed using the C language and ncurses library. The game logic was created by establishing inter-process communication using Pipe IPC.

MUSIC GENRE CLASSIFICATION:

In this project, Python and Machine Learning were used to extract certain features from audio files and perform music genre classification based on these features.