

Ege Bilecen

Fullstack Developer & Mechatronics Engineer

Dublin, Ireland

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I specialize in software development as a mechatronics engineer. I have done a variety of work in various fields, such as desktop programming, embedded programming, web development, and mobile development, using various programming languages. Because of this, I am quite quick to adapt to new projects and new programming languages.

EDUCATION

MEng in Electronic and Computer Engineering (IoT Major)

2023 – 2024

Master's Degree, Dublin City University

Dublin, Ireland

Modules:

- Data Analysis and Machine Learning
- Real-Time Digital Signal Processing
- Wireless/Mobile Communications
- OOP with Embedded Systems
- Connected Embedded Systems
- Network Stack Implementation
- Security for IoT and Edge Networks
- Web Application Development

Mechatronics Engineering

2017 – 2022

Bachelor's Degree, Erciyes University

Kayseri, Turkey

GPA: 3.13 / 4.00

SKILLS

- | | | |
|-------|----------|--------------|
| • C | • Python | • PHP |
| • C++ | • Rust | • Javascript |
| • C# | • Lua | • HTML / CSS |

KNOWLEDGE

- | | | |
|------------------------|-----------|-------------------------|
| • Embedded Programming | • MySQL | • Chrome Extension Dev. |
| • Socket Programming | • NodeJS | • Webview Applications |
| • Image Processing | • ReactJS | • Windows Forms |
| • Cryptography | • Xamarin | • Dear ImGui |
| • Linux | • Tauri | • Qt |
| • Linux Kernel Dev. | • ROS | • Git |

PROFESSIONAL EXPERIENCE

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Oct 2018 – Oct 2022

Freelance Software Developer

Turkey

- Software development in C++, C#, Python, PHP, and Javascript based on customer requests.
- Desktop GUI application development in Qt and Windows Forms.
- Website development using HTML/CSS, Javascript and PHP.
- Completed more than **70** commissions.

LANGUAGES

- **Turkish:** Native
- **English:** Professional Proficiency

PROJECTS & INDIVIDUAL WORK

Linux Kernel Development

- Misc. character device implementation in C and Rust.
- Kernel customization and compilation.

Home Automation with Mesh Network

- System design of the mesh network.
- Design of the communication infrastructure between nodes, server, and user.
- User application UI design and software development using Xamarin.
- Embedded programming of microchips to communicate with sensors.

Unmanned Aerial Vehicle (Drone)

Mar 2021 – Sep 2021

Turkey

- Electrical system design of the UAV.
- Calculations to select appropriate parts of the UAV, such as batteries, propellers, and motors, based on requirements.

I worked on this project when I attended the TUBITAK International Unmanned Aerial Vehicle Competition 2021.

Unmanned Aerial Vehicle (Drone) & Model Satellite

Nov 2019 – Sep 2020

Turkey

- Wrapping the MAVLink protocol implementation.
- Autonomous movement implementation of the UAV using the MAVLink protocol.
- I2C and SPI sensor implementations.

I worked on this project when I attended the TUBITAK International Unmanned Aerial Vehicle Competition 2020 and the TUBITAK Model Satellite Competition 2020.

Unmanned Ground Vehicle

Feb 2019 – May 2020

Turkey

- Telemetry implementation of the UGV.
- Camera data transmission implementation of the UGV.
- Image processing for tracking via detecting entities such as humans, objects, etc.

My projects and work are **not** limited to these. More can be found in my [portfolio](#) and on [GitHub](#).

REFERENCES

Burak Gorbil

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