Ege Özçelik

ELECTRIC & ELECTRONICS ENGINEERING STUDENT

ABOUT

I'm a Electrical and Electronics Engineering(100% in English) student at Ege University(4/4) . At a young age, I had the chance to develop myself in many fields. I have a passion for software and electronics. So that i follow technology closely. Gaining experience in various fields is my greatest life motto. When I have in difficulties, I can effectively use local/foreign resources on web.

EDUCATIONS

EGE UNIVERSITY
ELECTRICAL & ELECTRONICS ENGINEERING (4/4)
SEPTEMBER 2017 - PRESENT

BILGE ADAM ACADEMY(CANKAYA/IZMIR)
.NET CERTIFICATION PROGRAM (320HR)
October 2019 - June 2020

TECHNICAL SKILLS

Web Programming

-UPPER INTERMEDIATE

Microprocessor & Circuit Design

- INTERMEDIATE

C / C++ Programming

- UPPER INTERMEDIATE

Game Development

- INTERMEDIATE

Data Analysis & Visualization

- INTERMEDIATE

Robotic Process Automation

- BEGINNER-INTERMEDÏATE

PERSONAL INFORMATION

Birth date: 21.03.1999

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linkedin.com/in/ege-özçelik-20abb3194

github.com/egeozcelik

Erzene, Bornova/İzmir

TOOLS

- Matlab & Simulink
- Proteus
- Psim & LTspice
- µVision KEIL
- Excel
- Visual Studio & VS Code
- Unity 2D
- UiPath RPA
- Anaconda

CERTIFICATES

Bilge Adam Academy

MICROSOFT 20486 ASP.NET MVC 5 WEB APPLICIATIONS CERTIFICATE(MCA)
- 2020 JUNE

Bilge Adam Academy

MICROSOFT 20480 HTML5 WITH JAVASCRIPT AND CSS3 CERTIFICATE(MCA)
- 2020 JUNE

Bilge Adam Academy

.NET DEVELOPMENT EDUCATION CERTIFICATE
- 2020 JUNE

Bilge Adam Academy

UI PATH RPA EDUCATION CERTIFICATE
- 2020 MARCH

VOLUNTEER EXPERIENCES

BOARD OF EUROPEAN STUDENTS TECHNOLOGY (BEST)

IT TEAM MEMBER
-2019 SEPTEMBER - 2021 FEBRUARY

-EGE Bilim ve Teknoloji Topluluğu (EBILTET)

IT TEAM MEMBER
-2021 SEPTEMBER - PRESENT

PROJECTS

playard.dev

PLAYARD

-We are developing a game console that we name it "PLAYARD" with 4 person. It is an open-source educational project that aims to impose today's technologies on people in a fun way and they can be involved in the development of the project. wanted to develop the idea of a retro game console made abroad using a microcontroller(ESP32). Our game console can connect to the wireless internet and we get the data used in the game over the internet, eliminating the memory problem. Another innovation that doesnt have in other projects is that we have created a design window on our website where we can easily design a game. All our users will be able to design the images of their own games using this system. More information is on our website

GOOGLE PLAY/RECONCHILLE STUDIOS

MOBILE GAMES

-These are a few games that i developed and published on google play

Ege Univertsity, Microelectronic Circuits Term Project

ADJUSTABLE DC POWER SUPPLY

Adjustable DC voltage source designed within the scope of "Microelectronic Circuits" course. In the designed system, the 220V/50Hz AC mains signal is transferred to the output as DC in an adjustable way for both current and voltage. Within the scope of the project, transformer circuit, rectification circuit, filter circuit, regulation circuit applications were realized.
- October 2021 - January 2022