

Fatma Ateş

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EDUCATION

Lefke Avrupa University

Sep. 2022 – Present

Bachelor of Science in Software Engineering (Student)

Lefke, TRNC

- Relevant Coursework:** Data Structures, Algorithms, Object-Oriented Programming, Database Management Systems, Web Development, Operating Systems, C/C++ Programming

TECHNICAL SKILLS

Programming Languages: C, C++, Java, JavaScript, HTML5, CSS3, C#, SQL

Database: MySQL, Database Design, CRUD Operations, MySQL Connector

Web Technologies: HTML5, CSS3, JavaScript, Responsive Design

Operating Systems: Linux (Intermediate), Windows, Virtual Machines

Tools & Platforms: Git, GitHub, Android Studio, VS Code, Figma, MySQL Workbench, VirtualBox/VMware

Libraries: SDL (Simple DirectMedia Layer)

Soft Skills: Problem Solving, Team Collaboration, Time Management, Quick Learner

LANGUAGES

Turkish: Native **English:** C1 (Advanced) **German:** A2 (Elementary)

COURSES & TRAINING

Udemy Web Development Course

- Completed comprehensive training in **HTML5, CSS3, and JavaScript**
- Built multiple projects including a fully functional hotel website

2D Game Engine Training

- Specialized training in **game development** and **C++** programming
- Built custom game engine with physics and game mechanics using **SDL library**

INTERESTS

Game Development, Mobile App Development, Web Design, Database Management, Linux Systems

PROJECTS

Fish Finder Mobile Application

- Developed a fish finding mobile application using **HTML, CSS, and Java** with GPS integration and sonar data simulation
- Implemented real-time underwater terrain mapping algorithms to **display fish locations and water depth**
- Designed intuitive user interface and conducted **user testing with 10+ fishermen**, incorporating feedback for improvements
- Utilized **Android Studio** for development and **GitHub** for version control

2D Game Engine Development

- Completed specialized training in **game development** and built a custom **2D game engine** using **C++** and **SDL library**
- Implemented physics engine with **collision detection**, sprite rendering, and basic game mechanics using SDL
- Designed **modular architecture** allowing easy integration of new game objects and character behaviors
- Applied **object-oriented programming principles** to create reusable and maintainable code for game development

Hotel Website (HTML/CSS/JavaScript)

- Completed comprehensive **web development course on Udemy** covering HTML, CSS, and JavaScript fundamentals
- Designed and developed a **fully responsive hotel website** with modern UI/UX principles
- Implemented interactive features including **room booking forms**, image galleries, and customer reviews section
- Achieved **95+ Google PageSpeed score** and optimized for mobile responsiveness across all devices

Academic Game Development Team

- Served as a **group project member** under the supervision of **Asst. Prof. Dr. Cem Burak Kalyoncu**
- Developed **game mechanics** using **C++** by applying **Object-Oriented Programming (OOP) principles**
- Collaborated with team members on **game machine coding** and contributed to various development tasks
- Gained hands-on experience in **teamwork, code integration, and game development workflows**

C# & MySQL Database Application

- Developed a **desktop application** using **C** that connects to a **MySQL database** for data management
- Designed and implemented a **graphical user interface (GUI)** to allow users to interact with the database seamlessly
- Performed **CRUD operations** (Create, Read, Update, Delete) to manage and manipulate data efficiently
- Utilized **MySQL Connector** to establish a stable connection between the application and the database
- Gained practical experience in **database integration** and **UI/UX design** for desktop applications

Linux Virtual Machine Setup

- Set up and configured a **Linux virtual machine** using **VirtualBox/VMware** for development and testing purposes
- Gained **intermediate-level experience** with Linux operating system, including command-line navigation and system configuration
- Installed and managed software packages, configured network settings, and practiced **system administration** tasks
- Used the virtual environment to test cross-platform applications and **enhance Linux proficiency**