Kürşat Polatcı

Computer Engineering

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About Me

I am a 4th year computer engineering student. I know C, C#, Unity, React, Node.js, MongoDB, Next.js, Javascript, HTML, CSS, Tailwind CSS. I generally did Web Development and Game Development.

Relevant Skills

- Node.js, Express.js
- React, MongoDB, Tailwind CSS
- C, C#
- Unity
- Javascript, HTML, CSS

Languages

- English (Fluent)
- Turkish (Native)

Experience

IT Intern
Sultangazi Belediyesi
September 2024
I improved myself in web development, databases and hardware.

Education History

Istanbul Beykent University
Computer Engineering
Year of Graduation: 2025 June

- GPA: 2.81 / 4.0
- *4rd grade*

Google Game and Application Academy
Game Development
Year of Graduation: 2023

- Coding a game with Unity and C#

Ecole 42
Computer Science
Year of Graduation: 2024

- Doing different and difficult projects with **C** Language by paying attention to memory allocations and library usage
- Algorithm and Problem Solving

Projects

Twitter Clone

github.com/kursatpolatci/twitter-clone
In this project, I made a Twitter Clone using MERN Stack. User registration, login, post sharing, post liking, post deletion, commenting, user search field, notifications, profile editing and updating, following etc. operations are included.

- URL: *twitter.kursatpolatci.com*

Advanced Auth

github.com/kursatpolatci/advanced-auth
In this project, I have made an advanced authentication website using MERN Stack. User login, registration, forget password, reset password, delete account, verify account, email events are available.

- URL: *auth.kursatpolatci.com*

Minishell

github.com/kursatpolatci/minishell
This is my final 42's project Minishell, I implemented my own shell in C, which supports redirections, pipes, environment variables and several builtins. It was my most challenging project so far. It is an extremely comprehensive project. We use all the functionality of the C language

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Minitalk

github.com/kursatpolatci/minitalk

The purpose of this project is to code a small data exchange program using only two UNIX signals.(SIGUSR1 and SIGUSR2) Server & Client programs talking with each other with using SIGUSR1 and SIGUSR...

So_Long

github.com/kursatpolatci/so_long

In this project, I am creating my own 2D game in C language, in which I have a map that can have different sizes and contents.

Push_Swap

github.com/kursatpolatci/push_swap

push_swap is a 42 school algorithm project where we must sort a given list of random numbers with a limited set of instructions, using the lowest possible number of actions.

Printf

github.com/kursatpolatci/ft_printf

Everyone knows the printf function in the C language. I have written my own printf function in this project. There is almost no difference between it and the original function. We can also make optional additions..

Certificates & Achievements

Google Graduation Certificate
2023 July
https://verified.sertifier.com/en/verify/67868293764770/

Google: Game Development with Unity
2023 July
https://verified.sertifier.com/en/verify/30343255277872/

Google: Project Management
2023 May
https://coursera.org/share/fee460cc015ef2f0c752701330d630f9

École 42 (42 Istanbul)
2023 July - Present
I successfully completed the C Piscine training (C and Algorithm-based exams required to proceed to the main training) and moved on to the main training.