Ömer Faruk Aydın
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Education

Sakarya University
Faculty of Computer and Information Sciences
Computer Engineering (09.2022 – ~2025, Currently 4th-Year Student)

Sakarya University
Faculty of Engineering
Electrical and Electronics Engineering (08.2019 – 09.2022, Transferred)

Technical Skills

- **Programming Languages:** Dart, JavaScript, HTML, CSS, Python, C++, C#, SQL

- **Frameworks & Libraries:** Flutter, Node.js, Streamlit, Vue.js, PHP, Makefile

- **Development Tools:** Android Studio, AutoCAD, Git & GitHub, REST APIs

- **Database Systems:** Firebase (Authentication, Firestore, Realtime DB, Storage), PostgreSQL

- **AI & Data Tools:** Llama3, Ollama, NLP (Sentiment Analysis, Intent Recognition), JSON-based Logging

- **Other Skills:** UI/UX Design, Responsive Web Design, Material Design 3, Provider State Management, Shell Scripting, Web Hosting

Interests

- **Mobile & Web Development:** Cross-platform apps using Flutter, interactive and responsive websites, Firebase-integrated systems
- **Artificial Intelligence:** LLM-based support tools, natural language understanding, sentiment and intent analysis, AI-enhanced quiz games
- **Backend Systems & Data:** RESTful API development, database design with PostgreSQL and Firebase, JSON-based interaction logs
- **DevOps & Tools:** Version control with Git/GitHub, automation with shell scripts, cloud deployment, Makefile-based builds
- **Domain-Focused Solutions:** E-commerce-style agricultural platforms, veterinary clinic management, personal portfolio with validation and forms

Languages

- **English:** Intermediate
- **German:** Beginner

Projects

Personal Website – 07.2023

Designed and developed a responsive personal website that introduces myself and my hometown. Includes interactive pages and form validation.
Technologies: HTML, CSS, JavaScript, PHP, Vue.js
🔗 **GitHub: web_teknolojileri_1**

Internet Speed Test – 08.2023

Built a web-based speed test tool that calculates internet speed in Mbps, Kbps, and bits by downloading images and measuring response time.
Technologies: JavaScript, HTML, CSS
🔗 **GitHub: Internet-Speed-Test**

Password Generator – 09.2023

Created a secure password generator with user-defined options. Features adjustable length, inclusion of character types, and uniqueness.
Technologies: JavaScript, HTML, CSS
🔗 **GitHub: Password-Generator**

Cat Hospital Patient Management System – 12.2024

Developed a backend system for managing patients, appointments, and inventory for a veterinary clinic. Includes CRUD operations and SQL-based logic.
Technologies: Node.js, JavaScript, HTML, CSS, PostgreSQL
🔗 **GitHub:DatabaseManagmentSystems-Kedi_Hastanesi**

Linux Shell Application – Group Project – 12.2024

Collaborated in a team to implement a basic Linux shell emulator supporting process management, signal handling, and I/O redirection.
Technologies: C, Makefile
🔗 **GitHub: batu0b/OS_PROJECT**

RiotApp (LoL Quiz App) – 01.2025

Designed a mobile quiz game inspired by League of Legends with 4 AI-enhanced modes and dynamic visual challenges.
Technologies: Flutter, Dart, Android Studio, Riot Games API, AI Tools, C++
🔗 **GitHub: riotappv2**

Farmer Market – 03.2025

Created a role-based mobile marketplace where farmers can manage and sell their products directly to consumers. Features live sync, dark/light mode, and real-time database.
Technologies: Flutter 3, Dart, Firebase (Authentication, Firestore, Storage), Provider
🔗 **GitHub: farmer_market**

Customer Support Agent (LLM-Powered) – 05.2025

Engineered an AI-based customer support tool using local LLM (Llama3) with modules for intent recognition, sentiment analysis, and knowledge base fallback.
Technologies: Python, Streamlit, Ollama, Llama3, JSON, REST API
🔗 **GitHub: customer-support-agent**