

Computer Engineering Student

Türkiye

PROFILE

Computer Engineering student focused on IT systems and cybersecurity fundamentals, with hands-on experience across Linux-based environments, system troubleshooting, networking basics, and applied technical projects. Strong interest in infrastructure, operating systems, and security-oriented problem solving.

EDUCATION

BSc Computer Engineering (English) — 2024–2028

TECHNICAL SKILLS

- Operating Systems: Linux (Arch, Ubuntu, Kali), Windows, macOS
- IT & Systems: OS installation and configuration, hardware troubleshooting, driver and update management, permissions
- Networking: TCP/IP fundamentals, IP addressing, subnetting
- Programming: Python, JavaScript, Kotlin, Java (basic)
- Security Tools: Nmap, Metasploit (basic exposure)
- Hardware: Custom PC assembly

EXPERIENCE

Technical Support & Systems Assistance (Independent)

- Installed, configured, and maintained Linux, Windows, and macOS systems
- Diagnosed system, driver, and application-level issues
- Provided basic networking and connectivity support

PROJECTS

- 8-Bit CPU Simulation — Designed and simulated a basic 8-bit CPU architecture; implemented registers, instruction handling, and control logic.
- Generative Interior Design AI Tool (Concept & Prototype) — Solo-designed system processing user-uploaded media; mapped room geometry and furniture scale to generate redesigned layouts.
- GenerativeMedia Hackathon 2026 (Solo Project) — Rapid prototyping and system design under time constraints.
- Discord Automation Bot — JavaScript
- Minecraft Modification — JavaScript
- Customer Churn Prediction — Python (Group Project)
- Music Player Application — Kotlin (In progress)

TRAINING

Government-Supported Cybersecurity Training Program — Selected via competitive exam.

LANGUAGES

Turkish: Native | English: B2–C1 | Japanese: Basic