

MELIKE DEMIR

Software Engineer



+905425105952

melikedilekdemir@gmail.com

github.com/melogpt

melogpt.github.io

linkedin.com/in/melike-demir-331827285

EDUCATION

2021-2026

Cankaya University
Software Engineering
Bachelor of Science
4th year

LANGUAGES

Good Level English
Beginner Level German

SKILLS

- MySQL
- HTML-CSS
- Javascript
- React
- Node.js
- Java
- C
- C++
- Unity
- Python
- Process Modeling (UML, Flowcharts, BPMN)
- SRS / SDD Preparation
- Requirements Gathering & Documentation
- Work Breakdown Structure (WBS)
- Use Case & User Story Creation
- Agile & Scrum Methodologies

ABOUT ME

I am a senior Software Engineering student at Çankaya University with a strong focus on business analysis, process improvement, and product development. I have hands-on experience in requirement analysis, writing user stories, visualizing workflows, and collaborating with teams using tools like Miro and Lucidchart. Familiar with Agile and Scrum methodologies, I enjoy turning complex ideas into structured, implementable requirements and ensuring that projects align with user needs and business objectives. Alongside my analytical skills, I have experience in web and mobile development, including projects using HTML, CSS, JavaScript, React, and React Native, such as a web-based Pet Vaccination and Health Tracking System. My active involvement in IEEE, GDSC, and HaySev has strengthened my communication and teamwork abilities, allowing me to effectively bridge the gap between technical teams and stakeholders. I am eager to contribute to real-world projects as a Junior Business Analyst while further developing my analytical and communication skills.

EXPERIENCES

07.2024
08.2024

Simtek Simulation Technologies
Software Development
Internship

During my internship at Simtek, I worked in the software development department, primarily using C++. I contributed to simulation-based projects and developed functionalities such as undo/redo operations and a Minesweeper game logic as part of internal tools. This experience helped me improve my problem-solving skills and gain hands-on experience with object-oriented programming and version control tools like Git.

07.2025
08.2025

Mastersoft
Software Development
Internship

During my internship at Mastersoft, located in Hacettepe Teknokent, I contributed to the LogAI project, which focuses on anomaly detection in log data using machine learning and deep learning algorithms. My tasks primarily involved frontend development with React, where I designed and implemented the Contact Form and About Us pages, and contributed to the LogAI product promotion website. I also researched the Elasticsearch system, explored its integration potential, and connected to the project's database environment. Additionally, I actively participated in weekly meetings held on Tuesdays and Fridays, where I presented my progress and received feedback. Through this internship, I enhanced my technical knowledge in React, Git workflow, and log management systems, while also gaining insights into teamwork, project management, and the importance of scalable software architectures.

PROJECTS

Pet Vaccination and Health Tracking System May 2025

–A web-based system that helps pet owners track vaccination schedules, veterinary visits, and health checkups. Solves issues like missed vaccinations and inaccessible health records.

–Technologies: HTML, CSS, JavaScript, React, Node.js, MySQL

Food Recognition AI Training Apr 2025

–Python-based image classification project that trains models to recognize various food types, useful for dietary tracking or smart meal logging applications.

–Technologies: Python, TensorFlow, Keras, OpenCV

MyBazar – Java-Based Marketplace Simulation Dec 2024

–A standalone Java project that simulates the logic of a basic marketplace system with product listing and user interaction via the console.

–Technologies: Java (OOP, Console UI)

Child & Parent Task/Wish Management System Nov 2024

–A Java project that allows children to list tasks and wishes while parents monitor them. Solves basic household communication without requiring a database.

–Technologies: Java (OOP, File I/O)

Text Editor Simulator (Undo/Redo Feature) Aug 2024

–Simulates a simple text editor that supports undo and redo operations, addressing the need for reversible editing functionality.

–Technologies: C++, STL (Stack, Vector)

Minesweeper Game Logic Simulation Aug 2024

–Implements a fair and balanced mine placement algorithm for a custom Minesweeper game, ensuring solvable game states.

–Technologies: C++

Mini Games with Unity Mar 2025

–Created various 2D and 3D mini games focused on core game mechanics, physics interactions, and player experience improvements.

–Technologies: Unity, C#

Weather App Website Feb 2025

–A responsive weather forecasting website using real-time API data to deliver accurate weather updates.

Designed for simplicity and usability.

–Technologies: HTML, CSS, JavaScript, OpenWeatherMap API

Game of Thank Jan 2025

–A console-based application written in C that encourages users to record things they are thankful for, supporting mindfulness and habit-building.

–Technologies: C

CERTIFICATES

- Geleceği kodluyoruz - IEE Computer Society / LST
- Meta - Introduction to Frontend development
- Turkcell Geleceği Yazanlar - Swift ile Programlama

COMMUNITIES

- IEEE Computer Society Çankaya University
- Google Developers Club Çankaya University