

# Metehan Karataş

## COMPUTER ENGINEER

### PROFESSIONAL SUMMARY

*I am a computer engineering student with a focus on software development, 3D modeling, and mobile application development. I am a team-oriented individual, eager to learn, and continuously improving my skills.*

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**Address:** Başakşehir/Istanbul

### EDUCATION

#### Computer Engineering | 2019-2024

*Istanbul Kültür University - Faculty of Engineering, Ataköy*

### WORK EXPERIENCE

#### Part-Time Worker | 2021-2022

*Ant İnsan Kaynakları Organizasyon Danışmanlık Hizmetleri Ve Tic. Ltd. Şti.*

- Developed teamwork and communication skills through active participation in various organizational activities.
- Gained adaptability and problem-solving skills by working in various fields.

#### Internship | 2022

*Sentez Yazılım*

- Worked on basic website development using HTML, CSS, and JavaScript.
- Learned to develop and integrate Windows applications using C# and the MVC architecture.

#### Internship | 2024

*Guru Sistem Yönetim ve Yazılım San. Tic. Ltd. Şti.*

- Analyzed the differences between Flutter, React Native, and Ionic technologies.
- Developed simple mobile application projects using Flutter and the Provider Framework.

### PROJECTS

#### Guide Application

*Onbir Travel*

- Developed a mobile application that allows users to easily explore tourist destinations within Turkey.
- Developed using React Native and Supabase.

#### Gym Application

*Onbir Gym*

- Created a mobile application to support gym lovers by providing information through 3D visuals of exercises I designed.
- Developed using React Native and Supabase.

### SKILLS

- English (B2)
- Blender (3D Modeling, Animation, Rendering, Lighting)
- Programming Languages: C, C++
- Web Technologies: HTML, CSS, JavaScript, TypeScript
- Frameworks & Libraries: React.js, React Native