

Muhammed Kumcu

Computer Engineering Student

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My name is Muhammed. I am a 3rd-year Computer Engineering student at the Faculty of Technology at Marmara University. I am interested in fintech, software, and entrepreneurship. I have been developing my skills through various projects and practical experiences:

- Algorithm design: Improved with the C language.
- Object-oriented programming (OOP): Practiced using Java and Python.
- Database management: Gained experience with SQL.
- Computer fundamentals: Learned through Assembly language.
- API development: Gained skills by creating APIs in C#.
- Mobile application interface design: Enhanced using Figma.
- Financial literacy: Acquired through the Finansgenç program.



Websites, Portfolios, Profiles

- www.muhammedkumcu.com
- www.github.com/muhammedkumcu
- www.linkedin.com/in/muhammed-kumcu-63a1ab253



Skills

C Programming Language



Java Programming Language



Python Programming Language



C# Programming Language



Database management with SQL



Interface design with Figma



Object-oriented programming (OOP)



Data Structures and Algorithms



English (B1)



Work History

Software Developer Intern

Jul 2024 -
Sep 2024

Türkiye Katılım Sigorta A.Ş., İstanbul, Turkey

- Developed and integrated APIs using C# (.NET) to connect with web services and retrieve data.
- Designed and implemented responsive web pages using Bootstrap, HTML, CSS and JavaScript..
- Managed and responded to IT support emails, performing necessary actions on the shared server to resolve.



Education

Expected
in Jun 2026

Bachelor of Science: Computer Science

Marmara University - İstanbul
GPA: 79.9/100

Apr 2017 -
Apr 2022

High School Diploma

Kadıköy Anadolu Imam Hatip High School - İstanbul
GPA: 97.56 / 100



Certifications

Feb 2023

Introduction to Software Development - Patika.com



Projects

- Personal Automation Application using JavaFX
- Vehicle Maintenance Tracking Application using Java Swing
- C# Web Service API Project
- To-Do List Application using Python
- Word Search Game using Assembly
- Crowdfunding Application Interface using Figma
- Video Sharing Application Interface using Figma
- Network Infrastructure Setup using Cisco