Muhenned Sıffu

Computer Engineer

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PERSONAL OVERVIEW

As a Computer Engineer, I specialize in backend development and Android application development using Flutter. My technical toolkit includes strong Machine Learning and AI capabilities, Additionally, I bring experience in game development, I'm committed to lifelong learning and pushing the boundaries of technology.

PROJECTS

- **SparkFlow – Productivity App**
  Built with Flutter, Dart, Hive; implemented local notifications for daily reminders and efficient offline task storage.

- **SanctuarAI – AI Mental health Tracker**
  Developed using Flutter, Dart, Firebase, Firestore, OpenRouter API to analyze user interactions and provide weekly AI driven insights.

- **CarRoyal –Car Rental Platform**
  A website built with Laravel, SQL, Stripe, Botman, HTML, CSS, JavaScript; features booking, payment gateway, and chat system.

- **AI Snake Game**
  Designed an AI Snake game using computer vision for hand-gesture recognition to control gameplay.

WORK EXPERIENCES

- **Internship - Turkey, Karabük | Jul.2024-Aug.2024**
  Labsis project:
  As part of me being an intern at Demir Çelik institution for two months, I contributed on building the website for this company, the website was developed using Go programming language and Fiber framework

EDUCATION

Karabük university | *Bachelor of Computer Engineering*   Turkey, Karabük | **2020-2024**

SKILLS

- C/C# Programming Language
- PHP
- GO Language
- Flutter
- React
- Data Mining
- Dart

- Machine Learning
- Image Processing
- SQL
- Unity Engine
- Project Management
- Time Management
- Teamwork

LANGUAGES

Arabic: *Native*   **English:** *Full Professional Proficiency*   **Turkish:** *Professional Working Proficiency.*