OĞUZHAN BÜLBÜL

COMPUTER ENGINEERING STUDENT

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EDUCATION

Burdur Anadolu Lisesi

2016 - 2020

Kocaeli University
Computer Engineering

2021 - 2025

GPA: 3.13

PROGRAMMING LANGUAGES

- C# *Intermediate*
- Python *Intermediate*
- HTML *Intermediate*
- CSS *Intermediate*
- JavaScript *Intermediate*
- TypeScript *Intermediate*
- SQL *Intermediate*

TECHNOLOGIES

- React *Intermediate*
- Next.js *Intermediate*
- .Net *Beginner*
- Node.js *Beginner*
- postgre *Intermediate*
- AWS *Beginner*
- prisma *Beginner*

LANGUAGES

- Turkish *Native*
- English *B2 Level*
- German *A1 Level*

ABOUT ME

I am Oğuzhan Bülbül, a 3rd-year Computer Engineering student at Kocaeli University. Throughout my university journey, I have been involved in various projects in the fields of artificial intelligence, machine learning, data processing, and web technologies. I continue to enhance my teamwork and collaboration skills by working in the software development team at TeknoFest. I place great importance on learning and self-improvement. This passion has become a constant routine in both my professional and social life.

EXPERIENCE

STUDENT RESEARCH ASSISTANT

Kocaeli University Image Processing and AI Lab, October 2022 - Present

- Contributing valuable insights to research topics.
- Developed data collection strategies and monitored data quality.
- Created prototypes for machine learning applications and evaluated usability.
- Actively participated in software development projects at TeknoFest.
- Developed models using image processing and medical data.

INTERN

RDC Partner Information Consultancy and Technology Services, July 2023 - September 2023

- Actively involved in front-end web development projects using TypeScript and React.
- Contributed to back-end development using .NET technology for data processing and server-side applications.
- Collaborated with the software team to understand project requirements and actively participated in solution development.
- Managed project processes, created documentation, and improved team communication skills.

UNİVERSITY

Kocaeli University Computer Engineering Bachelor's Degree, 2021 - 2025

- Developed file reading and writing system projects with C programming.
- Created a labyrinth game with Python programming and data structures.
- Developed form application game projects with C# programming.
- Engaged in embedded system projects using Arduino technology.
- Designed desktop projects with SQL databases and Python interfaces.
- SQL Database Web Projects