



CONTACT

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SKILLS

Python

→ Django

→ Pandas, NumPy

→ Pygame

→ FastAPI

C

C++

C#

Java

JavaScript

SQL

DATABASE

Postgresql | Sqlite

TOOLS

Spyder | Docker | Visual Studio | Vim
PyCharm | Git | Notepad++ | Linux

LANGUAGES

English: proficient C2

Turkish: native speaker

Polish: intermediate B1

Japanese: elementary A2

ABOUT ME

I am a Computer Engineer seeking a role in Software Development and IT with a Poland-based company. I hold a long-term work permit and live in Gdynia. My strong personal connection to Poland makes me committed to building my future here and I am constantly improving my Polish. My expertise is focused on back-end development, with a strong focus on Python, as well as various programming languages and database technologies. I am proficient in web development frameworks and always striving to expand my knowledge. I adapt quickly, contribute effectively, and communicate well within a team.

WORK EXPERIENCE

Software Developer: MRC Türkiye | Ankara | Turkey
2024 May - September [5 months]

Technologies: C#, Python, WinForms

[References](#)

- Developing software in Python to analyze yearly benchmark data of pioneer electricity distribution companies and generate reports on key performance indicators (KPIs).
- Developing software for Spatial Load Forecasting (SLF) using C# and WinForms.
- Implementing verification algorithms to ensure data accuracy in SLF applications.
- Designing and executing imputation strategies for handling missing data in SLF models.

Backend Developer: Parabol | Ankara | Turkey
2023 May - 2024 January [9 months]

Technologies: Python, REST APIs, GTFS, Pandas, FastAPI, PostgreSQL

[References](#)

- Developing algorithms for optimization for public transportation using Google's General Transit Feed Specification (GTFS).
- Algorithmically producing stops from the city stop data for given route.
- Optimization for origin-destination algorithms.
- Developing and testing REST API endpoints.
- Backend development with FastAPI.

Instructor: Kodland | remote | Turkey
2023 March - December [10 months]

Technologies: Python, Turtle, Pygame Zero

Python instructor at online classes. Students begin by learning the fundamentals of programming and graduate from the course by obtaining the necessary skills to develop their games.

Intern: MBS Systems s.c. | Elbląg | Poland
2022 July - September [3 months]

Technologies: Python, Django

Writing unit tests for Django models. Gained experience in foreign work environment.

Intern: Netaş Telecommunication Inc. | Ankara | Turkey
2021 July - September [3 months]

Technologies: Javascript, Node.JS, Gherkin, Cucumber.JS

Writing end-to-end tests for Export Control System in Gherkin, using Cucumber.JS and Node.JS

PROJECTS

Formula 1 Fantasy League: An online guessing game for Formula 1 developed in Python's Django framework which requires budget management and strategy skills, first and only one in Turkey, played by hundreds of people. <https://formula1turkiye.pythonanywhere.com/>

Formula 1 Elo Project: The analysis of 75 years of Formula 1 qualifying data using Python's Pandas library and Elo system, in order to rank all the F1 drivers in history by their scores against the other drivers. <https://tinyurl.com/formula1turkiye/pages/elo/#en>

SPLENDID: Intelligent design system for the board game called Splendor, being developed through Django and Channels; a web application that can be played as multiplayer or against AI in real time. It uses a robust and modern authentication system and Elo rating system for ranking and matchmaking. <https://senior.ceng.metu.edu.tr/2024/SPLENDID/>

Flagsweeper: Multiplayer version of Minesweeper, written in Python's PyGame library.

EDUCATION

University: Middle East Technical University, Ankara, Turkey
Bachelor of Science in **Computer Engineering**
Language of studies - English