



# Ömer Şerif DAĞLI

## Personal Info

Istanbul, Gaziantep, Türkiye • [dagliomerserif@gmail.com](mailto:dagliomerserif@gmail.com) • +90 549 277 1200 • <https://github.com/osd0211> • <https://www.linkedin.com/in/omerserifdagli/> • [www.omerserifdagli.com](http://www.omerserifdagli.com)

## Maltepe University

B.Sc., 4th-year Computer Engineering

Istanbul, Türkiye

Present

## Erasmus Exchange Programme - Politehnica University of Bucharest

B.Sc., Computer Engineering

Bucharest, Romania

February 2025 – June 2025

## Experience

### Intern – ROBOBOX A.Ş.

- Assisted in developing and testing web applications, focusing on front-end and back-end integration.
- Collaborated with the development team to resolve bugs and improve system performance.
- Gained practical experience in software development workflows and version control systems.

Gaziantep, Turkiye

August 2025 – September 2025

## Project Details

### E-commerce Project

Developed a basic e-commerce platform using only **PHP** and **MySQL**. The system includes a product listing page, a category-based filtering structure, a shopping cart feature that allows users to add and remove items dynamically, and a checkout page to finalize orders. All product and order data are managed through MySQL, with emphasis on database integration, dynamic content generation, and clean front-end presentation using PHP.

### **Personal Info Website**

Developed a responsive personal information website using **HTML, CSS, Bootstrap, and JavaScript**. The site includes a clean and modern design, mobile-friendly layout, and interactive elements to showcase content effectively. This project strengthened my front-end development skills and my ability to create user-focused web interfaces.

[www.omerserifdagli.com](http://www.omerserifdagli.com)

### **EuroScore – EuroLeague Score & Prediction App**

Developed a mobile application focused on EuroLeague basketball scores, player statistics, and prediction-based challenges.

- Built the application using Flutter, implementing a modular UI architecture and Material Design principles.
- Designed a local database system using SQLite for offline-first data storage, including match results, player statistics, and user progress.
- Implemented gamification mechanics such as challenges, badges, and leaderboards to increase user engagement.
- Developed custom scoring algorithms to evaluate prediction accuracy based on real match data.
- Focused on clean UI/UX, performance optimization, and scalable data structures.

### **Skills & Interests**

---

- **Technical:** C, C#, JAVA, PHP, MySQL, HTML, CSS, BOOTSTRAP, Javascript, Flutter
- **Language:** English B2 (Upper-Intermediate), Turkish (Native)

### **Activities**

---

**Maltepe University Basketball Team**

Istanbul, Turkiye  
November 2021 – Present