

# Erkan Sancak

## Computer Engineer



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### ABOUT ME

I am Computer Engineering graduate from TED University with a broad skill set in various areas of computer engineering. My education has prepared me to handle a wide range of tasks in the field and adapt to new technologies

I value teamwork and enjoy working in collaborative environments. I am open to exploring diverse roles in engineering, and I am eager to contribute to innovative projects while continuing to grow professionally.

### EDUCATION

#### Bachelor of Science in Computer Engineering, TED University

2019 – 2024 | Ankara, Turkey

#### Global Citizenship Secondary Field, TED University

2021 – 2024 | Ankara, Turkey

### PROFESSIONAL EXPERIENCE

#### Intern, Infera Teknoloji

August 2024 – September 2024 | Ankara, Türkiye

During my internship at Infera Teknoloji, I gained experience in database management with MS SQL Server. Additionally, I acquired foundational knowledge in network management, cybersecurity, and IT operations, and had the opportunity to engage in practical applications and observe the workflow in these areas.

#### Intern, Fastsoft Bilişim Teknoloji A.Ş.

July 2021 – August 2021 | Ankara, Türkiye

During my internship at Fastsoft Bilişim Teknoloji A.Ş., I gained practical experience in software development focusing on C#, .NET and SQL. I contributed to team projects, participated in code reviews, and learned valuable insights into professional software development practices.

### SKILLS

Unity and C#	● ● ● ● ●
Python	● ● ● ● ●
Java	● ● ● ● ●
C	● ● ● ● ●
SQL	● ● ● ● ●
Data Structures and Algorithms	● ● ● ● ●
Computer Networks	● ● ● ● ●

### PROJECTS

#### Sanctified Retribution, 2-D RPG Game, Unity

2024

Developed Sanctified Retribution, a 2-D Roguelike action game with pixel art style and a captivating storyline. This project, which I did with my teammates, is open to development.

#### UDP Load Balancer, Python

2023

Implemented a UDP load balancer to distribute client requests evenly across multiple servers using the round-robin algorithm. This project involved understanding and applying network communication principles, specifically focusing on the User Datagram Protocol (UDP).

#### Login Automation, Selenium - TestNG - Java

2024

Automated tests for a simple login interface using Selenium WebDriver and TestNG. The tests include verification of correct and incorrect login attempts across different browsers.

## CERTIFICATES

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### Certificate of Appreciation, TED University [↗](#)

September 2024 – December 2024

I served as a mentor in the course  
TEDU 102: Service Learning.

### Introduction to Operating Systems 1: Virtualization, Coursera (authorized by Codio) [↗](#) April 2023 | Online

### Introduction to Operating Systems 2: Memory Management, Coursera (authorized by Codio) [↗](#) June 2023 | Online

Successfully completed non-credit,  
online courses covering the  
fundamentals of virtualization and  
memory management in operating  
systems, instructed by Patrick Ester,  
Curriculum Developer at Codio.

## LANGUAGES

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**Turkish** — Native/Bilingual

**English** — Native/Bilingual

**German** — Basic

### Price Comparison, Selenium - Java [↗](#)

2024

Price-Comparison project is a Java-based application that  
uses Selenium WebDriver to fetch and compare prices of the  
same product from different e-commerce websites.

### X-Fighters - One-on-One Fighting Game, Unity [↗](#)

October 2023 – December 2023

Developed a one-on-one fighting game using Unity game  
engine. We made this project with my teammates for the  
"Game Design and Programming" class.

### Scheme Path Solver, Scheme [↗](#)

2024

Simple program written in Scheme that helps you navigate  
through paths represented in a grid layout.

### All Projects [↗](#)

For a comprehensive list of all my projects, visit my GitHub:

[GitHub Repositories](#) [↗](#)