NURSENA BİTİRGEN

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ABOUT ME

As a third-year Computer Engineering understudy, my center on calculations and information structures moves my travel toward getting to be a Back-End builder. Grasping a logic of persistent change, I apply problem-solving aptitudes not as it were in exams but in real-world scenarios. I remain side by side with imaginative patterns, joining them into my ventures to make a strong learning bend. This enthusiasm, coupled with my Back-End development experience, drives my yearning to supply imaginative arrangements to both current and future innovative challenges. With a commitment to steady self-renewal and an open approach to learning, I am enduringly advancing toward my objective of forming long-term as a Back-End designer.

PROJECTS

- **ATVCFEPK(2022). Database system** developed using **OOP** principles and **C++**, which manages the company's historical vulnerabilities and **attacks**, allowing authorized personnel to access detailed information via CVE numbers and obtain information about newly disclosed public attacks.
- **COFFEE MACHINE(2023). Python** project that emulates a coffee machine, enabling users to select coffee types and make payments while applying **Object-Oriented Programming** principles for an interactive experience.
- **SNAKE GAME(2023).** These **Python** projects are built using **Object-Oriented Programming (OOP)** principles and feature a user **interface** created with the **Turtle** graphics library.
- **US STATE GAME(2023).** The interface created using **Pandas** and **Turtle** libraries offers users a fun and educational experience. This project combines real-world data with interactive **gameplay**, allowing users to learn while having fun and enhance their **Python** development skills. By providing engaging tasks like matching the names of U.S. states with their specific locations on a custom map, it enriches the learning process.
- **BLACKJACK(2023).** The **Python**-based Blackjack project brings the classic card game to life, offering an interactive gaming experience adhering to **Object-Oriented** Programming principles. Players can place bets, draw cards, and compete against the dealer, simulating standard Blackjack rules. The project provides a user-friendly console interface, with room for customization and expansion.
- **POMODORO(2023).** Developed using **Python** and **Tkinter**, offers users a tool to efficiently manage work intervals and break times, ultimately enhancing productivity and focus.

WORK EXPERIENCE

Electrical Circuit Analysis **(2022)**

- Through the design and implementation of LED flasher circuits and their integration with DC motors, this project deepened understanding and expertise in electronic circuit design and application.

Nobel Navigators **(Present)**

- Whereas acing administration through her Nobel Pilots internship, she centered on her mission to progress instruction and back rise to openings, drawing motivation from more than 100 nations.

SKILLS

- Python(Object Oriented Programming) JavaScript,HTML,CSS
- Data Structures,Algorithms

EDUCATION

ANKARA,TURKEY **SEP2020-PRESENT**

Bachelor of Engineering in Computer Engineering at Cankaya University