

Şevdin Dağdelen

📍 Sarıyer, Istanbul ✉ sevindagdelen12@gmail.com 📞 +90 546 603 07 67 in sevdim-dagdelen
🌐 sevindagdelen 🌐 portfolyo-eta.vercel.app

About Me

I am a final-year software engineering student, aiming to specialize in Android development. I have experience building mobile applications using Kotlin.

I am currently involved in an AI-based research project supported by TÜBİTAK 2209-A.

I have worked with SQL and NoSQL technologies on the backend side, and developed small-scale web interfaces.

I am eager to build simple, sustainable, and user-centered applications while producing research-driven, creative solutions. I aim to shape my career as a versatile developer in both mobile and web development, and I am currently seeking internship opportunities in this direction.

Education

Beykent University

2021 – 2025

Bachelor of Science in Software Engineering (100% Scholarship)

- **Taken Courses:** Mobile Application Development, Web Development, Database Systems, Algorithms and Data Structures, Natural Language Processing, Object-Oriented Programming With Java, Software Architecture and Design, Computer Networks, Computer Graphics, Computer Applications in Engineering, Design Patterns, Introduction to Artificial Intelligence, Software Quality Assurance and Testings.

Projects and Achievements

AI-Based Signature Security and Verification Model

[LinkedIn Announcement](#)

- Participated in a TÜBİTAK 2209-A Supported AI research project.
- Developed an AI-based model for detecting signature forgery.
- Supervisor: Dr. Kemal Gökhan Nalbant

Foodies Mobile Application

github.com/sevindagdelen

- Took responsibility for the Android development of the app as part of a 5-member team, managing the implementation using Kotlin.
- Developed the Android application as part of a graduation project, applying MVVM architecture and clean coding practices.
- Contributed to the backend development using Supabase and PostgreSQL to support user data and interactions.
- Assisted in designing and refining an AI-powered matching algorithm that automatically pairs users based on shared interests.
- Supported the UI/UX design process using Figma by providing feedback and implementing design adjustments on Android.
- Participated in the creation of UML diagrams (Class, Sequence, Component, Use Case) for documentation and presentation purposes.

Language Legend Mobile Application

Individual Project

github.com/sevindagdelen

- Developed a Kotlin-based quiz game focused on English vocabulary acquisition for Android devices.
- Designed a database-driven architecture using SQL to store and retrieve word data and user progress.
- Collected and cleaned vocabulary data from the Oxford 3000 list using Selenium and Pandas in Python.
- Created an engaging user experience through an interactive UI and adaptive quiz logic.
- Followed clean code practices and applied object-oriented principles throughout the project.

Certificates

- B2 Level English (BTK Academy)
- Data Science with Python and Tensorflow (BTK Academy)
- Python Programming from Scratch to Advanced (BTK Academy)
- Version Control with Git and GitHub (BTK Academy)
- Android App Development with Kotlin (Udemy)

Technical Skills

Programming Languages: Kotlin, Java, Python

Web Technologies: HTML, CSS

Others: Firebase, Android Studio, SQL, NoSQL, Git, GitHub

Hobbies

Football, Table Tennis, Chess, Reading Books, Swimming, Traveling