



## PROFILE INFO

Software engineering student passionate about turning ideas into scalable digital products. Experienced in full-stack development with Flutter, Node.js, and React. Developed mobile apps, browser extensions, Unity games, and published a Dart package on pub.dev. Known for learning fast, collaborating effectively, and simplifying complex concepts through code and education.

## TECHNICAL SKILLS

- Languages:** Dart, JS, C / C++, Python, Java, C#
- Frontend:** Flutter, React
- Backend:** Node.js, Express.js
- Database:** Firebase, MongoDB
- Tools:** Git, Postman, npm, Linux
- Game Dev:** Unity, C#

## SOFT SKILLS

- Communication, Teamwork
- Problem Solving, Fast Learner

## LANGUAGES

- English (Upper Intermediate)

# SİDAR ADIGÜZEL

## SOFTWARE ENGINEER

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## EXPERIENCE

2025 **Programming and AI Instructor - Istanbul, Turkey**

NOW **Bilim Güngören**

- Delivered beginner-friendly programming lessons (variables, loops, conditionals) to middle school students through interactive and engaging sessions.
- Designed and created custom learning materials and mini-projects to explain core AI principles and real-world applications.
- Mentored students in hands-on activities to foster critical thinking, creativity, and problem-solving skills.

## EDUCATION

2027 **B.Sc. in Software Engineering — Full Scholarship**

İstanbul Sağlık ve Teknoloji Üniversitesi  
(100% English)

Expected Graduation: 2027

2020 **HIGH SCHOOL**

Kars Fen Lisesi

2016

## PROJECTS

2025 **Film Atlası — Mobile Movie Explorer App**

**Technologies:** Flutter, Firebase, REST API, Dart

- Developed a movie app with auth, likes, and dynamic content via REST API
- Used Firebase Auth & Firestore; designed UI with Figma

## RELEVANT COURSEWORK

- Data Structures and Algorithms
- Operating Systems
- Computing Systems
- System Analysis
- Software Engineering
- OOP (Java)

2024

### BirLig — League Management App

**Technologies:** express.js, MongoDB, Flutter, RestAPI

- Developed a full-stack mobile app that allows users to create football leagues with friends and track match-based points.
- Implemented match result input, dynamic leaderboard, and user-friendly team management.

2024

### Printify to ePortal — Chrome Extension

**Technologies:** React, Javascript, Node.js, RestAPI

- Built a Chrome extension to automate invoice creation between Printify and ePortal platforms
- Implemented secure token-based authentication and SMS verification for signing invoices
- Enabled date-based filtering and batch invoice approval via a clean React UI

2024

### turkish-suffix — pub.dev Dart Package

**Technologies:** Flutter, Dart

- Developed and published a Dart package to apply Turkish suffix rules programmatically
- Includes both String extensions and Flutter widgets for suffix handling
- Available on pub.dev: turkish\_suffix

2024

### 911 — Unity Game

**Technologies:** Unity, C#

- Built a three-level Unity game simulating police chase, fire extinguishing, and ambulance rescue
- Implemented scene logic and gameplay mechanics as part of a 3-person team