



## Resume

### Personal details



Rukiye Sueda Akkuş



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May 18, 2003



Denizli/Turkey



Female



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### Skills

Java



Android Studio



Web Design



### Languages

English



### Education

10/2021 - 06/2025

Software engineering third year student  
Nisantasi University, İstanbul

### Employment

09/2023 - Present

Intern

Delsa Information and Defense Technologies,  
İstanbul

Internship Experience: I had the opportunity to intern at Delsa Information and Defense Industry, which further solidified my interest in software development within the defense industry. Project-based work, teamwork, and taking on responsibilities have honed my skills.

### Profile

Hello,

I'm Sueda Akkuş, a software engineering student at Nişantaşı University, and I'm currently working as an intern at Delsa Information and Defense Industry. As a 3rd-year student, I'm determined to become a skilled software engineer with advanced Java and Android Studio skills.

Key Points:

- **Software Proficiency:** My advanced skills in Java and Android Studio showcase my ability to create creative mobile applications and a strong theoretical-practical foundation.
- **Internship Experience:** My internship at Delsa increased my interest in software development related to the defense industry and improved my project management and teamwork skills.
- **Future Goals:** This summer, I plan to diversify my skills by venturing into web and game development. I'm also actively seeking internship opportunities in Sweden to gain international experience.

As an eager student, I keep a close eye on the latest developments in the software industry and am driven by my passion to make meaningful contributions.

If you would consider offering me an internship at your company, I am committed to enhancing my skills and contributing to your organization with passion and dedication.

Best regards,  
Sueda Akkuş

### Extracurricular activities

09/2022 - 09/2022

Game developer with unity, 3D Modeling  
Specialist

Bilisim Vadisi DIGIAGE, İstanbul

I was at an accelerated game camp where we developed games as teams and made presentations to sponsors. My team and I have created a very successful thriller game using the Unity game engine and the Blender program and presented it to sponsors. It was a camp that

## Projects

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### **1) End-of-semester assignment in Nisantasi University: Digital menu and pricing system**

This is a project I created by addressing the lack of a pricing system in an Italian restaurant. Thanks to this system, prices can be easily updated and standard menus produced with materials harmful to nature will disappear into history.

### **2) A thriller and horror game that I made with my team at the game camp I attended: Out Of Body**

It is an amateur horror/thriller game that I created with my team using the game engine called Unity (C#). Although I have more of a role in the coding part, I have also had a little help in the 3D modeling part, which I am still in the process of learning. And I have had an important role in the planning of the game, as have all the members of my team.

### **3) A weather app completely owned by me: Weather App**

My first android application that you can access from the Google Play Store.

## My References

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- **Delsa Information and Defense Technologies-Cihad Doğan**  
Mail address: cihad.dogan@delsa.com.tr
- **Nisantasi University-Assistant Professor: Jawad Rasheed**  
Mail address: jawad.rasheed@nisantasi.edu.tr