Taha Furkan Genç

Computer Science Student

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in https://www.linkedin.com/in/tahafurkangenc/ ⊙ https://github.com/tahafurkangenc

Profile

He is a 3rd-year computer engineering student with a strong foundation in software development, algorithms, and data structures. He is open to learning and development. He has gained experience in project management and teamwork. With his passion for technology and design, he aims to contribute to the field of computer engineering

Experience

Start-Up Member *(AINEXTRON)*   **Kocaeli , Izmit** *1/2024 - present*
- They are currently designing a website.

Information Technology (IT) *(TKG Automotive (Internship))*   **Sakarya,Arifiye** *7/2023 - 8/2023*
- I worked here for 20 business days.

GUI Designer *(Turkish Artificial Intelligence Supported Autonomous Technologies)* **Kocaeli,Izmit** *7/2023 - 8/2023*
- I completed 2 projects during my time here.

Online Courses & Certifications

- C Programming Certificate (Jun. 2022) - [Udemy]

- Introduction to Python (Jan. 2024) - [Global AI hub]

Education

Computer Engineering *Kocaeli University*   **Kocaeli , Turkey** *2021- present*
GPA : 3.16
High School Student *Figen Sakallıoğlu Anatolian High School*   **Sakarya , Turkey** *2016- 2020*

Skills

- **Java:** Object-Oriented Programming (OOP) , Swing , Data Structures , MySQL

- **C:** Core C, File Operations, Data Structures

- **C Sharp:** OOP, Windows Forms .NET Framework, PostgreSQL, Multithreading

- **Web Programming:** HTML , CSS , JavaScript , Python

- **Python:** Web (Flask) , Web Scraping (Beatiful Soup)

Projects

DokuWiki Project *(C-CMD)*
- He developed a file browser application that runs on the command line interface (CMD) using the C language

CMD Game App *(C-CMD)*
- He developed an application that combines 4 different games running on the C language with a CMD interface.

Family Tree Application *(Swing-Java)*
- He developed an application using Java data structures and the Swing library to create a family tree from individuals obtained from CSV files, utilizing a List Tree structure. This application includes specific listing features within the family tree.

Travelling Robot Project *(Swing-Java)*
- He developed a virtual maze-solving robot using Java data structures, object-oriented programming, and the Swing library to create an interface. This project explains how to reach an unknown target point in unknown graphs and draw the shortest path map with an algorithm. The searching robot has memory and performs Dijkstra on the paths in its memory.

Message BOT Project *(Swing-Java)*
- He created a message bot using the Java Swing library to develop an interface. This message bot is an application that can repeatedly send the entered text a desired number of times.

MetaLand Project *(Swing-Java)*
- He developed a game using the Java Swing library to create the interface. The data within the game comes from MySQL tables he previously prepared. The main features of the game include property trading, job entry/exit, and basic item management.

Rock Paper Scissors 2 Card Game Project *(C Sharp -.NET Framework)*
- He created a card game using C Sharp. This card game is a different take on the traditional Rock Paper Scissors game. He built the interface using the Windows Forms structure.

OCR Project w/Screen Capture *(C Sharp - .NET FrameWork)*
- He created an OCR project using C Sharp. This OCR captures a screenshot before taking an image. The user selects the region they want to run OCR on, and the program crops the area accordingly. OCR is then run on the selected area. Automatic pasting can also be performed.

Restaurant Simulation *(C Sharp - .NET FrameWork)*
- It is developed using C Sharp and multithreading techniques. Threads synchronize to manage order taking, kitchen operations, payment processing, and other services. It can also calculate the best-case scenario based on the number of customers.

Student Course Registration Application *(C Sharp - .NET FrameWork)*
- This student course registration program was developed in the C Sharp programming language and used PostgreSQL as the database. The program allows students to edit and track their course registrations. Students can easily review their course selections, grade information, and other academic details, as well as request courses.

Asteroids Game Project *(Arduino - OLED with MEGA2560)*
- He created a space game using Arduino and Proteus. The purpose of this project is to develop a microcontroller-based gaming machine using various sensors. It operates with the MEGA2560 board.

FitLife Web Project *(HTML - CSS - JavaScript w/FireBase)*
- This project was implemented using HTML, CSS, and JavaScript, with Firebase chosen as the database. Fitlife is a web platform where users can easily access fitness programs, nutrition recommendations, and a wealth of information on healthy living thanks to its user-friendly interface.

Web Scraping Project *(Python w/MongoDB)*
- In this project, we aim to utilize Python for web scraping to gather article information, organize it based on specific parameters, and display the output to the user on a web page. The application includes filtering options based on various attributes and features automatic downloading of new articles. Python's Flask and Bs4 libraries are used, and MongoDB is employed as the database.

References

Burçin Seda Kılıç *(Enerjisa / Operational Solutions Team Leader)*
- **Phone Number:** +90 507 729 51 03

- **E-mail:** bsedakilic1992@gmail.com

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- **Phone Number:** +90 533 291 19 59

- **E-mail:** askinaslan@gmail.com

Languages

- **Turkish** [Native]

- **English** [Upper Intermediate (B1+ - B2)] - Learning