

ULAŞ CAN ÖNDER



Personal Info

Name: Ulaş Can Önder
Date of birth: 1998
Driver's License Type: B
Marital Status: Married
Military Service: Completed

Contact

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LinkedIn

www.linkedin.com/in/ulas-can-önder-973402238

GitHub

<https://github.com/ulascanonder>

Portfolio

<https://ulascanonderportfolio.onrender.com/>

Languages

English - C1 Upper-Intermediate
German - A1 Beginner



Profile

I am a highly organized and dedicated software engineer with a background in electrical and electronics engineering. My professional focus is on full stack web development, software architecture, and database-driven systems. I am passionate about learning modern frameworks and developing scalable applications that improve organizational efficiency.



Education

Koç University

Sep 2018 - Jan 2024

Bachelor's degree in Electrical and Electronics Engineering
GPA: 2.91 / 4.00

Şişli Terakki High School

2012-2017

Experience

Medicana Health Group

June 2024 - Present

- Worked on the development and modernization of Enzim HBYS, a large-scale hospital information system.
- Contributed to the migration of Enzim from a desktop-based architecture to a web platform using the ABP.IO framework.
- Actively participated in developing multiple modules of EnzimWeb, both on the front-end and back-end.
- Played a key role in developing the UHP (International Patient Panel) module for both the desktop and web versions of Enzim.
- Designed and implemented SOAP and REST APIs for inter-project integrations.
- Developed SQL-based reports and optimized database queries for performance.
- Utilized Blazor for front-end development and C# for back-end logic as a Full Stack Developer.
- Collaborated closely with cross-functional teams and senior engineers throughout the development lifecycle.

Özdisan A.Ş.

Sep 2018 - Jan 2024

Intern

- Product entry to the company website at the E-commerce department.
- Creating social media content for social media accounts of the company.
- Developing projects in the R&D department.

Memnun Makine

Sep 2018 - Jan 2024

Intern

- Worked in electronics automation unit.
- Worked on development, montage and testing processes of the electric panels for industry level textile machines.

Skills

- Programming Languages: C#, Python, C++, JavaScript, SQL
- Frameworks & Tools: Blazor, ABP.IO, .NET, ROS, Unity, React, Node.js, Express.js
- Web Technologies: HTML, CSS, REST, SOAP, PostgreSQL
- Concepts: Full Stack Development, Machine Learning, Software Architecture, Database Management

Projects

Koç University Senior Design Project: Autonomous Mapping Robot with SLAM (2023):

I developed an autonomous mapping robot as my graduation project at Koç University's engineering program. In this project, we designed a mobile robot capable of autonomously mapping any indoor space with a LIDAR sensor using the Robot Operating System (ROS) middleware. I was personally involved in all aspects of the project, both hardware and software. You can find detailed information about the project at this [link](#).

Koç University Biomedical Signal Processing Course Project: EEG Sleep Stage Classifier (2022):

I worked on an artificial intelligence algorithm during my Biomedical Signal Processing course at Koç University, which aimed to classify patients' sleep stages using EEG signals. We trained our algorithm using EEG signal data from five different patients and developed an algorithm that can predict patients' sleep stages with a high level of accuracy. You can find detailed information about the project at this [link](#).

3D Adventure Game with Unity: Bruno' Adventure Island (2023):

During my Unity 3D Game Development Bootcamp, I've developed a 3D adventure game using Unity and C# from scratch. Bruno's Adventure Island is a prototype game which involves various mechanics such as combat, quests, dialogue options and boss fights. This game is playable in my itch io profile which can be accessed through the following [link](#).

Certificates

2023/09 Free Code Camp

Foundational C# with Microsoft Certification

2023/09 Zero To Master Academy

Unit Bootcamp: 3D Game Development

2023/11 Udemy

Practical ROS Training from Scratch