SEYFULLAH KORKMAZ

Computer Engineering

CONTACT

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EDUCATION

High School

Afşin Science High School 2016-2020

University *Muğla Sıtkı Koçman University*2021-2026

SKILLS

- Python
- Java
- C#
- Unity
- Team Organization
- SQL
- API
- Bash Script

PROFILE

I am a **Computer Engineering student** open to learning. I am in the undergraduate program at Muğla Sıtkı Koçman University. I expect to graduate in June 2026.

I am an active member of the **Siber Vatan** program and I am actively receiving specialized training in cybersecurity.

Additionally, as an active scholar of the **Google Game and Application Academy**, I am receiving training to develop **Albased** games.

Lastly, I am a member of the "Axtro Team" competing actively in the **Model Satellite** category at **Teknofest**, where I am responsible for *data transmission* and *satellite software*.

I am proficient in **Python** at an advanced level, and have intermediate to advanced proficiency in **Java** and **C#**

EXPERIENCE

- My friend and I participated in the BTK-Datathon 2023, where we
 developed an AI model and had the opportunity to enter the top
 10 teams.
- In the Ideathon 2024 competition held within the Google Game and Application Academy, our team placed 2nd. I have had the opportunity to participate in multiple Game Jams.
- After completing the training process at the *Technopark* through the *Güney Ege Kalkınma Ajansı*, my friend and I developed an application and presented it at the Atatürk Cultural Center.
- I am actively improving myself in the field of cybersecurity by participating in various competitions and CTFs under the umbrella of Siber Vatan.