Züleyha Şen

enzuleyha@gmail.com - Linkedin - zuleyhasen.com

I'm a recent Computer Engineering graduate who's genuinely excited to start my journey in the tech world. I love turning what I've learned into real, useful solutions—whether it's through coding, problem-solving, or collaborating with others. I adapt quickly, stay curious, and enjoy learning new things every day.

People often describe me as enthusiastic, easy to work with, and someone who communicates clearly. I try to combine analytical thinking with a bit of creativity, and I enjoy being part of teams where everyone learns from one another. I'm comfortable working in English and feel confident in international or diverse environments.

EDUCATION

Yeditepe University

Bachelor's Degree in Computer Engineering

Bahçeşehir Atatürk Anadolu Lisesi

High School

PROFESSIONAL EXPERIENCE

Operations and Analytics Intern   **April 2025 - June 2025**

Patika.dev

Took an active role in tracking student progress, improving my communication skills through regular contact, guidance, and support. Contributed to the review and evaluation of students' software projects, gaining experience in technical assessment and reporting, while also supporting the operations of other departments to assist overall workflow.

Full Stack Developer Intern   **June 2023 - July 2023**

GNC Proses Otomasyon Elektrik Elektronik

Developed a library automation system based on the MVC architecture, featuring three separate panels for user management, book tracking, and reporting. Completed the entire project independently through analysis, design, and development phases using C# and .NET technologies effectively.

PROJECTS

- **Hand Rehabilitation Game (Graduation Project)**
  Developed an interactive rehabilitation game controlled via hand gestures using a camera-based input system using OpenCV
  Published the research findings in the International Journal of Digital Waste Engineering (IJDWE) with the title: "Web Camera-Based Gamified Rehabilitation System for Improving Fine Motor Skills: Pilot Study".

- **Library Automation System (Internship Project)**
  Developed a library management system during an internship using the MVC architecture and .NET technologies, gaining hands-on experience in back-end development and system management.

- **ERP System Design (Summer Project)**
  Collaborated with a team to design and develop an ERP application for Senna Design, under the guidance of a faculty mentor.

CERTIFICATIONS

- Google Game and Application Academy: Game Development with Unity, English Education for Developers, Technology Entrepreneurship
- Coursera – Google Project Management: Fundamentals of Project Management, Project Initiation: Starting a Successful Project, Project Initiation: To Bring Everything Together

SKILLS

Technical Skills: C#, .NET Framework, ASP.NET MVC, SQL, OpenCV, HTML & CSS, JavaScript, React (Beginner), Git & GitHub, Visual Studio, Microsoft Excel (Intermediate), Data Analysis & Reporting

Languages: Turkish (Native), English (Upper-Intermediate)