

Ahmet Kadir Doğan

Software Engineering Student — Full-Stack & Embedded Systems

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SUMMARY

Software Engineering student (English track) with hands-on experience across full-stack web development, mobile & embedded systems, and applied machine learning. Comfortable owning a project end-to-end — from back-end, database, and API design through deployment on self-managed, containerized Linux infrastructure. Solid foundation in OOP, design patterns, and clean architecture. Currently on an Erasmus+ exchange in Germany and seeking a software engineering internship.

EDUCATION

İstanbul Aydın University — B.Sc. Software Engineering (English) Aug 2023 - Expected 2027
İstanbul, Türkiye

Technische Hochschule Brandenburg (THB) — Erasmus+ Exchange, Semester 6 Mar - Jul 2026
Brandenburg an der Havel, Germany

TECHNICAL SKILLS

Languages C#, Python, Java, C / C++, JavaScript, PHP, Go, SQL
Web & Back-End PHP, MySQL, REST APIs, CGI, authentication & session handling
Mobile & Embedded Android (Java, Room / SQLite), ESP32, Arduino, Raspberry Pi, MQTT
DevOps & Tools Docker, Linux server administration (self-managed VPS), Git / GitHub, .NET, Unity
Concepts OOP, SOLID, Design Patterns, clean architecture, real-time / embedded systems

PROJECTS

ESP32 Smart Desk Monitor Embedded · Full-Stack IoT
• Built a Wi-Fi-connected device on the ESP32 with an ST7735 TFT display, pulling live data (GitHub activity, Spotify playback) over REST APIs and rendering real-time updates.
• Developed a custom PHP / MySQL back-end on a self-managed Linux VPS with authentication and a web-based remote-control panel — owning the full firmware-to-server data flow.

Android Task Manager App Mobile · Java
• Built a multi-screen Android app with user login, input validation, and persistent to-do storage backed by Room over SQLite.
• Designed an interface-based data-abstraction layer that decouples the UI from storage, enabling swappable data sources and a cleaner, testable architecture.

Human Activity Recognition Classifier Machine Learning · Python
• Built a subject-independent ensemble (Logistic Regression + RBF-SVM + Random Forest, soft voting) reaching ~96% accuracy on held-out subjects on the UCI HAR dataset.
• Implemented the full pipeline with a teammate — preprocessing, training, evaluation — with reproducible results and an academic write-up.

Okey Crush — Mobile Strategy Game Unity · C#
• Designed a custom deck-generation algorithm and applied the Observer Pattern and Object Pooling to decouple game-state from UI and cut CPU / memory overhead.

INFRASTRUCTURE & DEPLOYMENT

• Operate a self-managed Linux VPS running Dockerized services (Coolify / Pterodactyl); deployed a Python CGI logistics app on the university server and automated redeloys via SSH and cron jobs.
• Built home-lab automation on Raspberry Pi — MQTT brokering for ESP32 sensor data and Telegram notification bots with scheduled reminders.

LANGUAGES

Turkish (Native) · **English** (C1) · **German** (A1)