



Bayram Dikmen

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ABOUT MYSELF

During my university education, I took part in the university team EVA TEAM to participate in TEKNOFEST competitions. Within the team; I participated in the International Unmanned Aerial Vehicles Competition, Robotaxi Ride Autonomous Vehicle Competition and Medium Altitude Rocket Competition. I gained experience in teamwork and joint project development within the team, and I also had the opportunity to work in different languages on projects. Since I worked in a large team, I improved my English with foreign members. In addition to the software field, I also worked in the electrical field in the team, and took part in issues such as hardware and cabling. Additionally, I develop mobile and desktop applications in Flutter and React languages as a freelancer. I applied to TÜBİTAK 2209-A Project with a desktop application I developed and was entitled to receive project support. I have many projects in the software languages mentioned in the attachment. I am improving myself every day and I want to improve even more.

WORK EXPERIENCE

Sugar Technology – İstanbul, Turkey

City: İstanbul | Country: Turkey

Software Developer Intern

[01/01/2025 – 01/02/2025]

During my 20-day mandatory internship at Sugar Technology, I developed an SEO-focused, dynamic, and high-performance website tailored to the company's needs. In the project, I utilized Next.js's Server-Side Rendering (SSR) feature to prevent large data loads from negatively impacting the user experience and optimized page loading speeds. To ensure a fast and seamless experience for users, I implemented static optimization techniques and caching solutions. Throughout the internship, I worked with Next.js, React, and modern web technologies, applying best practices for performance and SEO compliance. Additionally, I developed several backend services using Spring Boot. By the end of the 20-day period, I successfully completed and delivered the project.

Altınbaş University - EVA TEAM – İstanbul, Turkey

City: İstanbul | Country: Turkey

TUAV TEAM

[02/09/2023 – Current]

Team Captain

- Developing a Desktop Cross-Platform Application for Parameter Settings of the Flight Control Card of an Unmanned Aerial Vehicle and Designing an Autonomous Flight Algorithm
- Creating an Image Processing Code with Yolov7 for Target Tracking of an Unmanned Aerial Vehicle
- Team Management, Reporting

Altınbaş University - EVA TEAM – İstanbul, Turkey

City: İstanbul | Country: Turkey

TUAV TEAM

[01/09/2022 – 01/09/2023]

Team Member

- Creating Decision Algorithm Codes of Unmanned Aerial Vehicle
- Development and Coding of a Suitable Detector Card for Unmanned Aerial Vehicles to Detect Sound

 **Altınbaş University - EVA TEAM** – İstanbul, Turkey

City: İstanbul | Country: Turkey

EVA OTONOM

[01/09/2022 – 01/09/2023]

Team Member

- Creating the PID Algorithm in an Autonomous Vehicle
- Vehicle Remote Control Design and Coding for Autonomous Vehicle Control

 **Altınbaş University - EVA TEAM** – İstanbul, Turkey

City: İstanbul | Country: Turkey

EVA OTONOM

[01/09/2021 – 01/09/2022]

Team Member

- Improving the Vehicle Control System Codes of the Autonomous Vehicle
- Creating Lane Tracking Algorithms with Image Processing System

PROJECTS

[01/03/2024 – 01/03/2025]

TÜBİTAK 2209-A University Students Research Projects Support Program

- Cross-Platform Application Development That Can Design Autonomous Flight of Unmanned Aerial Vehicles and Perform Many Functions Such as Image Transfer and Parameter Settings of the Flight Control Card
- This Project is Realized with ElectronJS and
- This project Approved by TÜBİTAK 2209-A University Students Research Projects Support Program

[01/09/2024 – 01/05/2025]

E-Book Library Project

- React, React Native, Tailwind CSS, TypeScript, Node.js, Express.js
- A full-stack digital library platform developed to enhance my skills in modern web and mobile application development. This project delivers a seamless user experience across platforms and includes rich interactive features:
- User Interaction: Users can follow each other, manage followers/following lists, and exchange messages through a built-in messaging system.
- Book Discovery & Lists: Allows users to discover popular books and manage personalized reading lists (wishlist and completed books).

- Library Reservation System: Users can search for a book and view which library has it available. They can then review the library's address, available time slots, and make a reservation to either borrow the book or read it on-site.
- Localization & Theming: Supports both English and Turkish languages, as well as light/dark theme modes for personalized UX.
- Profile Features: Includes profile management, reservation cancellation, settings, and a contact form.
- Tech Stack Highlights:
 - Frontend: React (web) and React Native (mobile) with Tailwind CSS for responsive UI
 - Backend: Node.js with Express.js REST API
 - Language: Entire codebase written in TypeScript for type safety and maintainability

Through this project, I gained practical experience in designing scalable systems, managing user interactions, and developing cross-platform applications with modern technologies.

[01/09/2020 – Current]

Other Projects

- JavaScript Basic Calculator
- TypeScript and NextJS e-commerce website
- TypeScript to-do project
- React Foreign Exchange Application
- Python Object Detecting With OpenCV
- Python Messaging System With SocketIO
- Arduino Autonomous Vehicle Manual Control Controller Software
- Arduino Communication of Audio DB Level and GPS Location Information Between Two NRF Devices
- Java Shipping Management System
- Java Spring Boot Basic Backend Coding
- Flutter Weather App
- Flutter Message App With SocketIO
- React Native Basic GPS Location Communication With Server

EDUCATION AND TRAINING

Software Engineering

Altınbaş Üniversitesi [01/09/2020 – Current]

City: İstanbul | Country: Turkey | Website: <https://altinbas.edu.tr>

LANGUAGE SKILLS

Mother tongue(s): Turkish

Other language(s):

English

LISTENING B2 **READING** B2 **WRITING** B1

SPOKEN PRODUCTION B1

SPOKEN INTERACTION B1

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user

SKILLS

Python / Flutter / Git / C# / C / Object-Oriented Programming / Java / CSS / MySQL, SQL, SQLite, PostgreSQL / App development: Flutter & Dart, React & React native, / Github / HTML / Arduino / JavaScript / NextJS / Tailwind CSS / Prisma / PostgreSQL

MANAGEMENT AND LEADERSHIP SKILLS

Team Captaincy for TEKNOFEST Competitions

- Team Management
- Team Spirit
- Project Reporting
- Budget Management