Bilgehan Bayramoğlu

Full-Stack Developer

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PROFILE

Computer Engineering graduate (Yaşar University, 2025), currently continuing my studies in Management Information Systems at Anadolu University Open Education Faculty. I build projects across full-stack web development, mobile applications, machine learning and game development, with internship experience in SAP ABAP development and manual test engineering. Eager to learn new technologies and take on responsibility in diverse projects.

SKILLS

Web	React, Next.js, Node.js, TypeScript, JavaScript, HTML, CSS
Backend & Database	SAP ABAP, C# / .NET, REST API, SQL, Azure SQL, Entity Framework
Mobile	React Native, Expo, Zustand
Machine Learning	Python, TensorFlow, PyTorch, scikit-learn, pandas, NumPy
Games & Embedded	Unity, Electron, Socket.IO, Arduino
Testing & Tools	Manual Testing, Jira, Git
Languages	Turkish (Native), English (Advanced)

EXPERIENCE

Test Engineer (Intern)
Sep 2024 – Oct 2024

TAV Technologies

- Wrote and executed manual test cases for airport systems.
- Managed bug tracking and test organisation via Jira.
- Active role in cross-team communication and reporting processes.

SAP ABAP Developer (Intern)
Jul 2024 – Sep 2024

Uzuner CMA Consulting

- Enterprise application development and custom modules in SAP ABAP.
- Designed and modified database tables; query optimisation.
- Analysis and resolution of production-environment bugs.

Technical Staff
Jan 2023 – Mar 2023

Flamel Kimya

- Maintained and monitored the factory's in-house IT infrastructure.
- Computer setup, maintenance and end-user technical support.

EDUCATION

B.Sc. in Computer Engineering
2021 – 2025

Yaşar University

B.Sc. in Management Information Systems
2021 –

Anadolu University Open Education Faculty · Ongoing

PROJECTS

Basketball Analytics — Mobile App

React Native, Expo, TypeScript, Zustand

Live match statistics and analytics app for basketball clubs. Per-player event entry during the game, offline-first storage with automatic sync, post-match editing and reporting with trend charts.

Obstacle Race Tracker

Raspberry Pi, MQTT, Node.js, React

End-to-end timing and performance tracking system for obstacle races. Sensors placed in sequence along the course feed a single microcontroller, which sends the crossing data to the backend where competitor times are computed. A body-mass index derived from pre-entered height and weight drives a score comparing athletes, reported in the interface alongside their past results.

Velgrad — Multiplayer RPG Card Game

Node.js, Express, Socket.IO, JavaScript

Real-time multiplayer card game running in the browser; lobby for up to 12 players, live state synchronisation over Socket.IO, procedural ID cards and a pixel-art interface.

Paluk — Idle Fishing Game

Electron, Node.js, JavaScript

Idle fishing game that keeps running in the background; over 60 fish species, dynamic weather and a player-driven market with a live economy.

Flight API

C# / .NET, Entity Framework, Azure SQL

REST API for flight search, availability queries and booking operations, with an Entity Framework data layer over Azure SQL.

github.com/bigoa24/FlightApi

AirlineChat — AI-Powered Flight Chatbot

JavaScript, LLM, REST API

Conversational interface on top of Flight API; users search flights, buy tickets and view existing bookings in natural language.

github.com/bigoa24/AirlineChat

Stock Price Prediction

Python, scikit-learn, pandas, NumPy

Comparison of Linear Regression and Random Forest models on financial data, evaluated with MAE, RMSE and R^2 metrics.

Other work: PawPlay Pet Entertainer — motion-triggered interactive device (Arduino Mega 2560, PIR sensor, servo motor) · CookUP — UML modelling, system design and requirements analysis for a recipe sharing platform.