

Ege Bilecen

Fullstack Developer & Mechatronics Engineer

Dublin, Ireland

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I specialize in software development as a mechatronics engineer. I have done a variety of work in various fields, such as embedded programming, web development, and mobile development, using various programming languages. Because of this, I am quite quick to adapt to new projects and new programming languages.

EDUCATION

MEng in Electronic and Computer Engineering (IoT Major)

2023 – CURRENT

Master's Degree, Dublin City University

(Dublin, Ireland)

- Data Analysis and Machine Learning
- Real-Time Digital Signal Processing
- Wireless/Mobile Communications
- OOP with Embedded Systems
- Connected Embedded Systems
- Network Stack Implementation
- Security for IoT and Edge Networks
- Web Application Development

Mechatronics Engineering

2017 – 2022

Bachelor's Degree, Erciyes University

(Kayseri, Turkey)

GPA: 3.13 / 4.0

SKILLS

- C
- C++
- C#
- Python
- Rust
- Lua
- PHP
- Javascript
- HTML / CSS

KNOWLEDGE

- Embedded Programming
- Socket Programming
- Image Processing
- Cryptography
- Linux
- Linux Kernel Dev.
- MySQL
- NodeJS
- ReactJS
- Xamarin
- Tauri
- ROS
- Windows Forms
- Webview Applications
- Chrome Extension Dev.
- Dear ImGui
- Qt

PROFESSIONAL EXPERIENCE

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Oct 2018 – Oct 2022

Freelance Software Developer

(Turkey)

- Offered software solutions in C++, C#, Python, PHP, Javascript, and HTML/CSS.
- Desktop GUI application development in Qt and Windows Forms.
- Website development using HTML/CSS, Javascript and PHP.
- Python development for scientific projects.
- Completed more than 70 commissions.

PROJECTS

Unmanned Aerial Vehicle (Drone)

Mar 2021 – Sep 2021

(Turkey)

I took part in the UAV competition branch of a group of students that is participating in the TEKNOFEST International Unmanned Aerial Vehicles Competition 2021. I have also designed the system for our UAV.

Unmanned Aerial Vehicle (Drone) & Model Satellite

Nov 2019 – Sep 2020

(Turkey)

We, as a team of students, participated in the TÜBİTAK International Unmanned Aerial Vehicles Competition organized within the TEKNOFEST 2020 organization as well as the TURKSAT Model Satellite Competition organized within the TEKNOFEST 2020 organization. I worked on developing autonomous movement software for the drone and telemetry software for the model satellite, along with other competition requirements.

Unmanned Ground Vehicle

Feb 2019 – May 2020

(Turkey)

I took part in the software team of an unmanned ground vehicle (UGV) project that a group of students were working on. I worked on the development of the ground station and UGV's communication, as well as the features for movement, control, and image processing. Additionally, since Jetson NANO was being used as the primary controller for this project, I had the opportunity to work with it.

My projects are **not** limited to these. Please be sure to check my [portfolio](#).

LANGUAGES

- **Turkish:** Native
- **English:** Professional Proficiency
- **Japanese:** Elementary Proficiency
- **Chinese:** Elementary Proficiency