



CONTACT

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Hacettepe University
Beytepe Campus
Ankara/Turkey

www.github.com/b2200356062

EDUCATION

2020 - Now

HACETTEPE UNIVERSITY

Computer Engineering

Expected Graduation in June 2025

2016 - 2020

Hüseyin Girenes Science High School

SKILLS

- C/C++ with Qt Framework
- Java with Spring Framework
- Javascript and Typescript with Angular and React Frameworks
- Embedded system development with Arduino and ESP32.
- Game development with Unity game engine and SDL2, Three.js, raylib libraries

Some of my projects and work are uploaded on my GitHub page.

LANGUAGES

- Turkish - Native
- English - C1 Level Proficiency

MELIH ERCAN

COMPUTER ENGINEERING STUDENT

OVERVIEW

Hi, my name is Melih, I am currently a senior computer engineering student at Hacettepe University. My professional interests include web development, game development and embedded systems. My personal interests are making music, researching and learning stuff and traveling.

WORK EXPERIENCE

BITES AEROSPACE & DEFENCE 02.09.2024 - 27.09.2024

Computer Engineering Intern

At BITES, I worked on developing an Optical Mark Recognition and Grading App for Android using Qt Framework and OpenCV for image processing.

TELLUS A.Ş.

01.07.2024 - 26.08.2024

Computer Engineering Intern

At TELLUS, I mainly worked on several projects of embedded systems and microcontrollers. Also analyzed car data via CANBus.

OTHER PROJECTS

As for my graduation project, I am currently working on an ERP project with a team for any scale of business.

As for course projects, I have developed a recommendation and review system for an e-commerce website for Software Engineering class and developed a game for Computer Graphics class which are available on GitHub.

PERSONAL INFORMATION

Date of Birth and Place: 21.09.2001 - Alanya/Antalya