

Furkan Fidan

Konya, Turkey

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Summary

Computer Engineering graduate with an international research background and hands-on experience in modern web (Node.js/TypeScript) and cross-platform mobile (Flutter) ecosystems. Proficient in architecting native solutions with minimal external dependencies, designing RESTful APIs, and developing practical software solutions focused on network optimization.

Education

Konya Food and Agriculture University

B.S. in Computer Engineering (100% English); GPA: 3.13 / 4.00

Konya, Turkey

Sep. 2021 – Jun. 2026

Experience

Konya Science Center

STEM Instructor

Konya, Turkey

Jul. 2026 – Present

- Conduct **LEGO SPIKE Prime / robotics coding and STEM workshops** for student groups to foster algorithmic thinking and problem-solving skills.
- Lead interactive guided tours and deliver scientific and technical demonstrations across multidisciplinary exhibition galleries.

University of Groningen

Research Intern

Groningen, Netherlands

Sep. 2025 – Nov. 2025

- Developed an **SDN-based Load Balancer** using **Python** on the **Ryu Controller**, managing switch communication via the **OpenFlow** protocol.
- Simulated virtual network topologies on **Mininet** and conducted traffic analysis and **failover** testing with **Wireshark** to verify system resilience.

University of Health Sciences & Ankara Bilkent City Hospital

Undergraduate Researcher (TÜBİTAK 3501 Scholar)

Remote / Turkey

May 2025 – Nov. 2025

- Contributed to a **TÜBİTAK 3501** project focused on developing a **machine learning** model for corneal endothelial cell analysis in DMEK surgery patients.

Konya Seker

SAP Intern

Konya, Turkey

Jun. 2025 – Jul. 2025

- Analyzed business workflows across **SAP FI, CO, and MM modules** to enhance process visibility.

Atiker Software

Mobile Developer Intern

Konya, Turkey

Jul. 2024 – Aug. 2024

- Architected and deployed an end-to-end full-stack mobile application from scratch within the **Clomoso** ecosystem.
- Built UI components using **TROject** and managed local data persistence with **SQLite**.

Projects

Movie Tracker | Vanilla JS, Node.js, SQLite, TMDb API, CSS3

- Architected a full-stack media platform with **zero external npm dependencies**, leveraging native Node.js HTTP/crypto modules and **node:sqlite** with schema migrations, prepared statements, and custom rate limiting.

Shuttle Tracking System | Flutter, Dart, OpenStreetMap, Geofencing, REST API

- Engineered a cross-platform (Web & Android) fleet tracking application featuring live telemetry (speed, duration, remaining distance), poor-signal handling, and an automated trip completion mechanism using **geofencing**.

Technical Skills

Programming Languages: JavaScript (ES6+), TypeScript, Python, Dart, Java, SQL

Frontend & Mobile: React, Flutter, HTML5, CSS3

Backend & Architecture: Node.js, Express.js, Python (FastAPI), RESTful API, JWT

Databases: PostgreSQL, SQLite, Hive (NoSQL)

Tools & Infrastructure: Git, GitHub, Docker, Linux, Vercel, Firebase, Wireshark, TCP/IP

Languages

Turkish: Native | **English:** B2 (Upper-Intermediate)