



ŞABAN AKÇEHRE

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Computer Engineering graduate with practical experience in developing mobile, web, and interactive applications using Kotlin, JavaScript, and Unity. Experienced in building real-time features, APIs, and databases through hands-on academic and personal projects. Seeking an entry-level software engineering role to continue learning, improve my technical skills, and contribute to production-ready projects.

EXPERIENCE

IT Intern — Pegas Touristik | Antalya, Türkiye (in place) — Aug 2026 – Sep 2026

Provided IT helpdesk and technical support to end-users, handling hardware maintenance, OS installations, and workstation configuration, while assisting in network operations and troubleshooting across network devices, access points, and cabling infrastructure.

EDUCATION

Atatürk Üniversitesi – Computer Engineering (2021 – 2026)

GAO: 2.68

TECHNICAL SKILLS

Mobile Development: Kotlin, Flutter, Jetpack Compose

Backend & Databases: Firebase (Firestore, Authentication), Microsoft SQL Server, Node.js

Programming Languages: C, C++, C#

IT & Networking: General information about network devices and networking

Tools & Technologies: Git, GitHub

Game Development: Unity

PROJECTS

1) Kampüs İçi Bildirim ve Güvenlik Sistemi — Kotlin & Firebase And Google Maps API

Android application developed for university campuses, enabling students to report location-based issues and emergencies with photos and track their status in real time. Implemented Firebase Authentication, Firestore, Firebase Storage, Google Maps, and role-based admin features for managing and responding to reports.

2) Interactive 3D Story & Dialogue Game — Unity, C#, NavMesh, JSON

Developed an interactive 3D narrative simulation game featuring a rule-based messaging engine with text normalization, intent classification, and Finite State Machines (FSM). Designed branching dialogue trees and dynamic relationship scoring (Trust, Comfort, Attraction) supported by JSON serialization and dynamic UI resizing. Engineered cross-scene state persistence via the Singleton pattern for seamless level transitions, while implementing synchronized NPC pathfinding, behavior trees, and riding mechanics using Unity's NavMesh and Animator State Machines.

3) Deprem Güvende – Distributed Earthquake Detection & Mesh Communication System — Kotlin, Google Nearby Connections, Room, WorkManager, Sensors API

Developed an offline communication system using Google Nearby Connections to enable P2P data transfer without internet or GSM, allowing emergency information such as location and user status to be relayed between nearby devices. Implemented an accelerometer-based earthquake detection algorithm using G-force data and a Firebase-based validation mechanism using time and distance thresholds to reduce false alarms. Designed an offline-first architecture with Room for local data persistence and WorkManager for background data management.

LANGUAGES

Turkish (Native)

English (Between A2 and B1)