UGUR INANC

Computer Engineer | Poland

Contact Information

Phone: +48 573 778 664

Email: ugurinanc1@gmail.com

Address: Bydgoszcz, Poland

Professional Summary

Enthusiastic and experienced Computer Engineer with a robust background in software and web development. Currently pursuing a master's degree in Information Technologies for Business, aiming to deepen my knowledge of IT tools in the business context. Proficient in C++, Python, Java, and web development, with additional expertise in Unreal Engine, Chia Blockchain, and Flutter. Passionate about AI and eager to bring innovative solutions to your team. Eligible to work in Poland without a work permit(with student visa).

Professional Experience

Software Developer, UBIT Information Technologies

July 2021 - September 2021

- Conducted vocational training focusing on user data collection from websites.
- Developed a website during the internship. View Project

Web Developer, Voodoo Software

January 2022 - December 2022

- Worked on Java and WordPress development.
- Improved work efficiency by resolving network and hardware issues.

Education

Master's Degree in Information Technologies for Business

WSB Merito University in Bydgoszcz, 2023 – Present

- GPA: 4.71/5
- Courses: Internet Technologies, CRM and ERP IT Systems, Decision Support Systems, IT System Design, IT Services Management, Business Application Development

Bachelor's Degree in Computer Engineering

Inonu University, 2017 – 2022

- GPA: 2.86/4
- Skills Acquired: HTML, Java, C, SQL, Circuit Design on Breadboards

---

Skills

- **Programming Languages:** Python, C++, Java, SQL (MySQL, PostgreSQL, Laravel), HTML, CSS
- **Web Development:** WordPress, Flutter
- **Systems and Tools:** CRM, ERP IT Systems, PowerBI, Cisco Systems, Linux Server
- **Other Technologies:** Unreal Engine, Chia Blockchain, CUDA (parallel computing, PyTorch)

Personal Projects

1. Personal Website Visit Website (ugurinanc.com)
    1.1. Developed and maintained a personal website showcasing project work and professional accomplishments.
2. Bitirme_Flutter: GITHUB
    2.1. For this project, I created a WhatsApp-like messaging mobile app using Flutter.
    2.2. I utilized Firebase (currently turned off) for message history storage and Flutter for the mobile app's development.
3. Prject_Chia: GITHUB
    3.1. I developed a Java program designed to scan your Chia plots for better efficiency. The program identifies faulty plots that cannot work with the Chia Blockchain and provides a comprehensive report on its findings.
4. RTXBird: Google Drive
    4.1. I developed a game called RTXBird using Unreal Engine. The primary focus of this project was to gain hands-on experience with cutting-edge technologies such as DLSS, FSR-like upscalers, and frame generation. Key aspects of the project include:
        4.1.1. Game Engine Dynamics: Utilized both Blueprints and C++ within Unreal Engine for game engine dynamics.
        4.1.2. Technical Skills Applied: Unreal Engine, Python, AI algorithms, C++.

Languages

- **English:** Fluent
- **Polish:** Beginner
- **German**: Beginner
- **Turkish:** Native

Consent for Data Processing

"I hereby give consent for my personal data included in my application to be processed for the purposes of the recruitment process under the Personal Data Protection Act as of 29 August 1997 consolidated text: Journal of Laws 2002 item 1182 as amended."