

BURAK YAKAN

+90 533 525 33 95 • Karabağlar, İzmir

burakyakan35@gmail.com • linkedin.com/in/burakyakan • github.com/burakyakan

EDUCATION

Yaşar University | İzmir, Türkiye

September 2024 - June 2028 (Expected)

BSc, Computer Engineering | GPA: 2.72/4.00

Relevant Coursework: Object-Oriented Paradigms, Digital Design, Programming and Problem Solving I, Discrete Computational Structures

Hogeschool West-Vlaanderen HOWEST | Bruges, Belgium

September 2025 - February 2026

Erasmus+ Exchange Programme, Applied Computer Science I

Relevant Coursework: Databases Fundamentals, Cyber Security Essentials, Web Frontend, Cybercrime and Warfare

İzmir Private Turkish Science High School | İzmir, Türkiye

September 2020 - June 2024

High School Diploma | GPA: 98.12/100

FOREIGN LANGUAGES

- English: Advanced (C1) - ÖSYM e-YDS (February 2025): 95/100
- Spanish: Pre-Intermediate (A2/B1)

TECHNICAL SKILLS

Programming Languages & Web Technologies: Java, JavaScript (Basic), C (Basic), HTML, CSS

Tools and Technologies: NetBeans, VS Code, CLion, Git, GitHub, GitLab, UML, Figma, Adobe Photoshop

PROJECTS

Project Metalchemist - PC Game | Team Lead & Project Manager

October 2022 - May 2023

- Led a cross-functional team to design, develop and document an educational chemistry game demo using the Unity game engine.
- Presented the project and live demo to attendees and the jury at the Robotex 2023 competition in entrepreneurship category, securing 1st place in the National Finals.
- Qualified to represent the project to the global jury in Robotex International, held in Estonia.

CityLink - Public Transportation Management App (Course Project)

March 2026 - May 2026

- Developed a desktop application using Java and Swing for the Object-Oriented Paradigms course, featuring both passenger and admin interfaces with local data storage.
- Documented software architecture using UML diagrams and successfully presented the final project to department professors.

ZenTime - Stress Management Mobile App (Entrepreneurship Project)

March 2025 - June 2025

- Conducted market analysis, designed a Business Model Canvas, and developed financial revenue models for a stress management app, creating a prototype via Adobe Photoshop and pitching it to an investor jury using a pitch deck with a team for the Foundations of Entrepreneurship course.

HONORS & AWARDS

- **1st Place & Global Finalist** - Robotex Türkiye (2023): Led the project and pitched the video game that won 1st place nationally, qualifying to represent the project at Global Finals in Estonia.
- **English Preparatory Exemption Exam Top Scorer** - Yaşar University (2024): Achieved a perfect score of 100, becoming the only student to pass with full marks among the 2,011 participants.