

Batuhan Arslandaş

☎ 0539 951 52 78 ✉ batuhanarslandass@hotmail.com in linkedin.com/in/batuhan-arslandas

🐙 github.com/batuhanarslandas

Summary

I am an adaptable and motivated developer with dual degrees in Computer Programming and Computer Engineering. For over 3 years, I worked as a Full Stack Web Developer, primarily focusing on Java Spring Boot and Angular, while also developing projects with Python, Docker, JavaScript, and Java (Mobile). I am well-versed in the software development lifecycle, SOLID principles, and agile methodologies, and I excel at delivering efficient solutions through strong analytical skills, problem-solving, and effective teamwork.

Work Experience

BGTS BilgeAdam Technology

Istanbul, Turkey

Software Engineer Intern

Jul 2025 – Aug 2025

- Designed and deployed Letter Arena, a WebSocket-based real-time multiplayer word-guessing game leveraging Angular and Spring Boot.
- Engineered a high-performance system with Java 21, Spring Boot, PostgreSQL, Docker, and Virtual Threads, conducting extensive load testing with JMeter to ensure scalability and reliability.

Beyçelik Gestamp Otomotiv Sanayi A.S

Bursa, Turkey

Software Engineer Intern

Jul 2024 – Aug 2024

- Designed, developed, and integrated a JavaScript-based chatbot with the WhatsApp Business API on the Glitch platform, completing delivery within 30 business days. Enhanced React.js proficiency through independent practice and hands-on application.

Hiraparl Software And Informatics

Bursa, Turkey

Software Engineer Part Time

Oct 2021 – Apr 2024

- Served as a Full-Stack Web Developer following a six-month internship, contributing to diverse web development projects over three years while continuously advancing technical expertise and professional growth.

Education

Bursa Uludag University

Sept 2021 – Aug 2025

Bachelor of Science in Computer Engineering (GPA: 3.29 / 4.00)

Bolu Abant İzzet Baysal University

Sept 2019 – Jul 2021

Associate's Degree in Computer Programming (GPA: 3.24 / 4.00)

Projects

Letter Arena – Multiplayer Word-Guessing Game (BilgeAdam Teknoloji) – Angular, Spring Boot, WebSocket, Docker (2025)

- Designed and implemented a real-time multiplayer word-guessing game featuring game rooms, round-based scoring, and power-up mechanics, and deployed it on a server using Docker.

AI-Powered News Summarization Platform - Angular, Python (Web Scraping and Backend), MySQL, Amazon Polly TTS, Gemini API (2025)

- Built and deployed a news platform that scrapes real-time headlines, summarizes articles using the Gemini API with custom prompts, and stores results in a database. Enhanced accessibility by integrating Amazon Polly TTS to convert summaries into speech, enabling users to listen to news instead of reading full articles. Focused on delivering concise and essential information efficiently, with ongoing improvements to functionality and performance.

Bephra – English Learning Platform - Angular, Express.js, Node.js, ChatGPT API, Firebase, Amazon Polly TTS, Docker (2025 - Present)

- Developed and deployed an AI-powered language learning platform offering daily tasks such as 5-minute conversations with ChatGPT using tailored prompts, IELTS-level writing assessments with automated feedback, vocabulary training through quizzes, and reading and listening comprehension tests. Launched and maintained the platform at (bephrase.com), which is live, actively used, and continuously enhanced with new features.

TEKNOFEST Artificial Intelligence in Transportation - Python, YoloV8, OpenCV, Computer Vision (2024)

- Contributed as a member of the Mergen AI team (founded in 2023) competing in the Artificial Intelligence in Transportation category at Teknofest.
- Developed AI solutions for two tasks: object detection from aerial images using YOLOv8, and a GPS-free path estimation algorithm for aircraft leveraging optical flow techniques.
- Achieved strong results: ranked 4th out of 107 teams in the preliminary stage, qualified for the Antalya final, won the “Best Team Spirit” award, and placed 6th out of 37 teams in the final.

TUBITAK 2209-A AI-based Routing Algorithm in SDN Architecture - Python, Flask, Mininet, Floodlight (2024)

- Developed a routing algorithm within a network topology configured in the Mininet environment, utilizing the Floodlight controller to enhance routing efficiency.
- Generated 873 data points, each with 49 artificial features, in a simulated environment; classified these points based on traffic levels using the Logistic Regression algorithm; and designed a routing algorithm that dynamically directed video transfers according to traffic conditions.

Proteyon Building Management System (Hiraparl) - Java, Spring Boot, Angular, Web API, Entity Framework, MongoDB, Git (2022 - 2024)

- Contributed to both frontend and backend development of a 26-month mobile and web project, including the design and implementation of an admin panel enabling building managers to efficiently manage their properties.

TECHNICAL SKILLS

Natural Languages: Turkish (Native), English (Conversational)

Languages: Java, SQL, JavaScript, TypeScript, C#, Html, CSS, Python

Developer Tools: Git, VS Code, IntelliJ IDEA, Visual Studio

Frameworks & Libs.: Spring Boot, Hibernate, Angular, React, Firebase

Honors & Activities

High Honor Student

Bursa Uludag University

Bursa, Turkey

Oct 2021 – Nov 2024

- Achieved High Honor status through exceptional academic performance in my major’s coursework.

Certifications

Introduction to Programming with JAVA: BTK Academy

Advanced JAVA: BTK Academy

Python for Machine Learning: Global AI Hub

Personal Awareness Seminar: Uludag University

Publications

Enhancing Video Transmission with ML based Routing in SDN

ab.org.tr/ab25 

Sep. 2024

B Arslandaş, AD İpek

- Submitted the article to “Akademik Bilişim Konferansı” for consideration.