

Muhammed Furkan ÇATAK

Software Engineer

Phone: +90 551 983 0099 | Email: fcatak91@gmail.com | GitHub: github.com/furkanCAT88 | LinkedIn: linkedin.com/in/furkan-çatak-3b734b31b/

ABOUT ME

I am a 2nd year Computer Engineering student at Trakya University. I am passionate about artificial intelligence, database systems, software development, data structures, and algorithms. I am eager to apply these interests in practical projects and gain experience in machine learning applications. I aim to develop my technical skills and gain valuable teamwork experience in dynamic environments like technology parks.

EDUCATION

Bachelor of Science - Computer Engineering

Trakya University | 2023 - Present

TECHNICAL SKILLS

Programming Languages: Python, C, Java, JavaScript

Web Technologies: HTML, CSS

Tools & Platforms: VSCode, Git, PyCharm, IntelliJ IDEA, MySQL Workbench

EXPERIENCE

Technical Support Engineer

Trakya University | Part-time

December 2025 – June 2026 | 7 months

Edirne, Turkey | On-site

Performed data entry, data cleaning, and data analysis tasks. Provided support to software development initiatives.

PROJECTS

Netflix Data Analysis

Python, Pandas | github.com/furkanCAT88/netflix_analysis

Developed a data analysis project using Python and Pandas library to analyze Netflix datasets. Performed data cleaning, manipulation, and visualization to uncover insights on movies and TV shows.

IMDB Rating Prediction

Python, scikit-learn, Pandas | github.com/furkanCAT88/imdb-rating-prediction

Built a machine learning model to predict IMDB movie ratings using Linear Regression and Ridge Regression algorithms. Implemented data preprocessing, feature engineering, and model comparison using scikit-learn.

Wings of Westeros

JavaScript, HTML5 Canvas, CSS3, Web Audio API | github.com/furkanCAT88/wings-of-westeros

Developed an interactive dragon-riding arcade game set in the Game of Thrones universe using Vanilla JavaScript, HTML5 Canvas, and CSS3. Implemented game mechanics including physics, collision detection, combat system with fireballs, stamina management, and boss battles with procedurally generated sound effects.