

Mehmet Ersin Cerit

Computer & Geomatics Engineer

With the analytical perspective gained from the disciplines of Geomatics Engineering and Computer Engineering, I focus on developing software-based solutions for complex engineering problems. By combining my technical skills with data management, software architecture, and modern development tools, I am an engineer open to learning and development, aiming to provide added value to projects in various sectors.

Education

- Selçuk University – Computer Engineering (2.81) – March 2026
- Anadolu University – Web Design and Coding (2.81) – February 2022
- Çanakkale Onsekiz Mart University – Geomatics Engineering (2.33) – June 2020

Experience

- **Data Analyst** – AYD Otomotiv Endüstri San. ve Tic. A.S. (*Selçuklu, KONYA*) – May/September 202
I took an active role in the analysis of factory production data using SQL. I prepared dynamic reports from large datasets to increase operational efficiency and feed decision support mechanisms.
- **Intern** – Konya Seker San. ve Tic. A.S. (*Torku, Meram, KONYA*) – February/May 2025
I experienced enterprise resource planning processes with SAP ABAP and web-based software development stages using C# ASP.NET architecture.
- **Intern** – General Directorate of Highways (*Selçuklu, KONYA*) – July/August 2019
I gained experience in technical data collection and digital mapping production stages during the survey, project, and field processes of highway projects.
- **Intern** – Istanbul Bilisim ve Akıllı Kent Teknolojileri A.S. (*Kağıthane, İSTANBUL*) – July/August 2018
I gained experience in the integration of spatial data into software architectures and system analysis processes in smart transportation systems and urban information technologies projects.

Projects

- **KriptoJava** (*Java, Spring Boot, PostgreSQL, Docker*)
It is a Java-based backend project with real-time data integration that tracks cryptocurrency markets. REST API integrations, leveraged transaction calculation logic, and database management.
- **SpearThrown** (*C#, Unity*)
It is an interactive game project developed with object-oriented programming principles, focusing on user interaction and game mechanics. Dynamic game loop management, user interface design, and logical algorithm construction.
- **E-Commerce Website** (*Java Spring Boot, React/Angular, HTML5/CSS3, Hibernate*)
It is a comprehensive e-commerce platform designed with a scalable architecture, covering product listing, cart management, and user authorization processes. Database modeling, CRUD operations, responsive design, and multilingual support.

Skills

Java | Spring Boot | C# (Unity) | PostgreSQL | JavaScript | Flutter (Dart) | Cursor AI | Claude Code | Gemini | v0.dev | Windsurf | GitHub Copilot | Visily AI

Languages

Turkish Native | English B1 | German A2

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Bayrampaşa, İSTANBUL / Selçuklu, KONYA