



Fatih Serbest

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ABOUT ME

I'm a third-year Software Engineering student at Beykoz University.
During my studies and personal projects, I gained real experience in web development, databases, and a bit of game programming. These projects helped me understand how to turn ideas into working software.

I also worked part-time at Aras Kargo for seven months. There, I took part in developing small software tools and learned how to solve problems and work as part of a team.

I'm always curious about new technologies and like improving my skills. My goal is to build useful, simple, and creative software that people enjoy using.

WORK EXPERIENCE

 **ARAS KARGO** – ISTANBUL, TÜRKİYE
SOFTWARE DEVELOPER – 01/01/2024 – 01/08/2024

I helped develop and improve an internal inventory system that tracked thousands of company assets and reduced a lot of manual work.
I also helped design a platform for hardware tracking and maintenance, making daily operations faster and more organized.
I worked on improving database structures to keep data secure and running smoothly.
During this time, I also supported IT teams by solving software requests, which gave me real experience in enterprise software and teamwork between departments.

 **SCA SOCIAL** – ISTANBUL, TÜRKİYE
PROJECT MANAGER INTERN – 15/09/2025 – 20/10/2025

I helped the project management team with planning, scheduling tasks, and tracking project progress.
I also supported communication between different teams and outside partners to make sure projects went smoothly.
During my internship, I prepared reports, presentations, and meeting notes to keep project work organized and clear.

EDUCATION AND TRAINING

16/09/2021 – CURRENT Istanbul, Türkiye
BACHELOR OF ENGINEERING (B.ENG.) IN SOFTWARE ENGINEERING Beykoz University

Website <https://www.beykoz.edu.tr> | **Level in EQF** EQF level 6

LANGUAGE SKILLS

Mother tongue(s): **TURKISH**
Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	B1	B1	B1	B1	B1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

SKILLS

Python (computer programming) | use object-oriented programming | use software design patterns | Web Development + Web Design | C++ | C# | ASP.NET | C | SQL | NOSQL | Artificial Intelligence

PROJECTS

01/09/2025 – 23/09/2025

Orbit local chat

A mobile chat application built with Flutter, designed around a local-first architecture. The app allows users to communicate without depending on cloud services, supporting offline messaging and local network discovery for nearby devices. It features real-time token streaming, persistent local storage for conversation history, and is fully cross-platform, running on both Android and iOS. Its modular code structure improves scalability, maintainability, and makes future feature integration easier.

Link <https://github.com/fthsrbst/orbit-local-chat.git>

08/11/2024 – 06/12/2024

Dog Breed Classifier Machine Learning

A deep learning project that identifies dog breeds from images using Convolutional Neural Networks (CNNs) built in Python with TensorFlow and Keras. The model can recognize dog breeds in photos and even predict which breed a human face looks most similar to. By using transfer learning, it reaches high accuracy while keeping training time short. The application includes a simple interface where users can upload an image and instantly see the results.

Link <https://github.com/fthsrbst/DogBreedClassifier.git>

13/12/2024 – 06/01/2025

Linux Backup Automation

A terminal-based Linux backup tool that creates daily .tar backups from a user-defined source directory, skipping backups if the latest one is less than 24 hours old and automatically deleting backups older than 30 days. It offers shell scripts for easy configuration of source and destination paths, along with a Python-based UI for optional visual management. The tool can be scheduled with a cron job and includes logging to help monitor backup activity. Ideal for developers and system administrators seeking a simple, automated file backup solution on Linux.

Link <https://github.com/fthsrbst/BackupAutomation.git>

17/02/2025 – CURRENT

Dead Hope Unreal Engine Game

This third-person zombie-themed survival shooter was developed in Unreal Engine 5 as part of an academic project. Set in a post-apocalyptic near-future, the game emphasizes atmospheric storytelling, realistic visuals, and emotional depth. Players navigate abandoned cities and forests, facing AI-driven zombie threats while uncovering the human cost of catastrophe. Built with C++ and Blueprint, it features assets from Quixel and Sketchfab, with cinematic elements enhanced through Blender and DaVinci Resolve.

Link <https://github.com/fthsrbst/AGLS-v1.3-zombieGame.git>

HOBBIES AND INTERESTS

Professional Interests and Activities

I have a strong interest in new technologies, especially artificial intelligence and game development. In my free time, I like working on side projects to improve my coding skills and try out new frameworks. I also enjoy following tech blogs and conferences to stay updated with the latest trends. Besides programming, I'm interested in digital design, system automation, and building user-friendly software. Outside of tech, I enjoy indoor cycling and playing strategy games that help me think creatively and solve problems.