



EDA KIRCI

DOKUZ EYLÜL UNIVERSITY

COMPUTER ENGINEERING STUDENT

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PROFILE

As a Computer Engineering student at Dokuz Eylül University, I transform my focus on technology and problem-solving into tangible outcomes by taking ownership of software development responsibilities end-to-end. I closely follow modern software practices and emerging technologies, and I take initiative by acting decisively and assuming responsibility.

I work with an Agile mindset, tracking work from initiation through delivery, and I effectively leverage AI-based tools within my software development processes. With an analytical and solution-oriented approach, I focus on delivering value in the projects I contribute to.

EDUCATION

Dokuz Eylul University, Izmir, Turkey

Aug 2025 - Present

Bachelor's Degree, Computer Engineering (English) / GPA: 2.91

Izmir University of Economics, Izmir, Turkey

Sep 2023 - Aug 2025

Bachelor's Degree, Computer Engineering (English) / GPA: 3.20

- Honors Student: 3rd & 4th Semester

EXPERIENCE

Garanti BBVA Teknoloji — Financial Applications Software Engineer Intern

July 2026-Aug 2026

- Contributed to the development of the Expense Module by implementing new features and enhancing existing business processes within an enterprise banking application.
- Worked extensively on resolving reported security vulnerabilities by analyzing affected components, implementing code-level fixes, and validating the changes through testing.
- Participated in impact analysis, debugging, build validation, test-branch integration, and release preparation processes.
- Collaborated with developers, business analysts, and testing teams in an Agile environment using Java, Maven, JBoss, Jenkins, Bitbucket, ELK/Kibana, Splunk, and Selenium.

E-Kart Electronic Card Systems — Software Engineering Intern

Aug 2026-Sep 2026

- Developed an EMV card inspection application capable of communicating with contact and contactless smart cards through PC/SC-compatible readers.
- Implemented APDU command transmission and response parsing to retrieve and present card data in a structured, read-only interface.
- Built the application using Java 21, React, and Electron and tested it with the HID Omnikey 5422 card reader.
- Contributed to SmartLogAI, an AI-assisted application designed to analyze software logs and support faster identification of errors and anomalies using LLM.
- Used Git and GitHub for version control, documentation, and project collaboration.

SKILLS AND KNOWLEDGE

- **Programming Languages:** Java, C#, C, JavaScript, SQL, PL/SQL
- **Frameworks & Technologies:** React, Electron, JavaFX, JUnit, Maven, EMV, APDU, PC/SC
- **Databases:** Oracle Database, MySQL
- **Development Tools:** IntelliJ IDEA, Visual Studio, Eclipse, Git, GitHub
- **CI/CD & Application Platforms:** Jenkins, JFrog Artifactory, JBoss
- **Testing & Monitoring:** Selenium, ELK/Kibana, Splunk
- **AI-Assisted Development:** GitHub Copilot, ChatGPT, Claude

MEMBERSHIPS

- **Google Developers Group on Campus** Events & Organization Team Member 2023 - Present
- **IEE Student Club** Comitee Member 2023 - Present
- **International Association for the Exchange of Students for Technical Experience (IAESTE)** Comitee Member 2025 - 2026

SELECTED PROJECTS

EMV Card Inspector

- Developed during my internship at E-Kart Electronic Card Systems to communicate with EMV cards through PC/SC-compatible smart card readers.
- Built a read-only desktop application using Java 21, React, and Electron that supports both contact and contactless cards, transmits APDU commands, parses card responses, and presents the retrieved data in a structured interface.
- Tested the application using the HID Omnikey 5422 smart card reader.
- **GitHub:** <https://github.com/edakirci/EmvCardInspector-EKart>

Finite State Machine (FSM) Designer

- Term project for SE116 Introduction to Programming II at Izmir University of Economics.
- Developed a **Java** based **CLI** tool to interactively design deterministic finite state machines using commands terminated by semicolons and supporting comments. The tool enables defining alphanumeric symbols, states (including initial and final states), and transitions.
- Took an active role in business logic design, team coordination, and core development throughout the project.
- **GitHub:** <https://github.com/edakirci/FSMDesigner116>

Video Game Catalog Project

- Term project for CE216 – Fundamental Topics in Programming at Izmir University of Economics.
- Developed a **Java** and **JavaFX** based application that enables users to manage a video game catalog by adding, editing, deleting, and searching game records. Implemented **JSON** based file storage, search and filtering functionalities, and a **Windows** installer for application distribution.
- **GitHub:** <https://github.com/edakirci/GameCatalog216>

LANGUAGES

- **Turkish:** Native Proficiency
- **English:** Professional Proficiency (DEU Proficiency Exam: 94/100)
- **German:** Basic Proficiency (Goethe-Institut A1 Certificate: 81/100)

REFERENCES

Seval Demirkılıç

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Özlem Bayır

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