

# Mohammad Rasheed

**Software Engineering graduate** from Üsküdar University, experienced in full-stack web development and game development.. Strong background in building real-world projects including a production company dashboard, social platforms, and management systems. Eligible to work in Europe through Erasmus+ internship program. Currently based in Istanbul, Tukey & open to relocation and remote roles globally.

Istanbul, Turkey

## EDUCATION

**Üsküdar University, Istanbul, Türkiye — *Software Engineering***

October 2021 - June 2025

Relevant coursework includes Data Structures, Algorithms, Web Development, Database Management Systems, and Software Project Management

## EXPERIENCE

**MEVHİBE TECHNOLOGY YAZILIM SANAYİ VE TİCARET LİMİTED ŞİRKETİ**

**Istanbul, Türkiye—Software Developer Intern**

July 2025 - August 2025

- Fully developed client's car workshop's front end and back end
- Features: authentication, CRUD operations, dashboards, reporting, automatic invoice generation, and attendance tracking.
- Improved usability with data grids, filters, and master-detail views using DevExtreme.

## PROJECTS |

• **Car Workshop Management System** | C#, ASP.NET Core, Entity Framework Core, SQL Server, Angular 19,

DevExtreme, REST APIs

- Designed and implemented a Car Workshop Management System (backend with ASP.NET Core Web API, Entity Framework Core, SQL Server; frontend with Angular + DevExtreme).Implemented SEO-friendly features to enhance search engine visibility
- Built secure authentication and authorization (login/logout, route guards, role restrictions).
- Developed CRUD dashboards for Customers, Vehicles, Employees, Inventory, Projects, Tasks, Invoices, and Attendance.
- Implemented automatic invoice generation from task lines, including relational integrity and error handling.
- Built a graphical dashboard showing workshop KPIs.
- Applied best practices: CORS configuration, async API calls, data validation, and UI/UX improvements.

• **University Clubs Management System** | Django, HTML, CSS, JS

- Designed a platform with roles for Students, Club Managers, and Admins
- Involved in project documentation (SRS), UI design (Figma), and feature implementation
- Conducted functional, performance, & user testing based on acceptance criteria

• **Social Networking Site** | Django

- Developed a responsive site with user profiles, post feeds, likes, and comments
- Focused on backend logic for homepage and routing

• **Hotel Management System (SQL Project)** | MySQL, WampServer

- Designed ERD and implemented SQL-based database from scratch
- Included triggers, joins, & data validation with SQL commands
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• **Thesis Game Project (Unreal Engine)** | Unreal Engine,

Blueprint, Blender

- Developed a single-player action-adventure game as part of a final-year thesis project
- Designed the game's environment from scratch using Blender and Unreal Engine, iterating through multiple planning and resketching phases
- Scripted gameplay systems using Blueprint, including a huge versatile combat system, a skill menu system, and puzzle design
- Built and integrated a responsive user interface (UI) with interactive menus and feedback states based on player input

• **Horror House Game (Unity) | Unity, C#**

- Developed a short horror game featuring two interactive houses, ambient sound effects, and enemy AI with adjustable difficulty levels
- Designed and implemented the game's UI, including main menu (Play, Settings, Quit) and functional Settings menu (mute toggle & difficulty selector)
- Integrated gameplay logic where access to the second house unlocks only after collecting all items from the first
- Contributed to an immersive atmosphere with environmental design (rain, fire, eerie forest) and win/lose conditions

• **Instagram Clone App | Flutter, Dart, Firebase**

- Built a functional Instagram-like mobile app by following a guided tutorial, gaining hands-on experience with Flutter and Firebase integration
- Implemented core features: post creation, likes, comments, follow/unfollow, profile viewing, and user search functionality
- Practiced state management, user authentication, and real-time database syncing for a smooth and responsive experience

• **Number & Alphabet Guessing Game (Java)**

- Console-based Java game with multiple difficulty levels

Used modular methods and switch statements for efficiency

## TECHNICAL SKILLS

**Skills:** Java, Python, C++/C#, HTML, CSS, JavaScript, Django, MySQL, Git, VS Code, OOP, Agile, Blueprint

## LANGUAGES

English - Native or bilingual proficiency

Arabic - Native or bilingual proficiency

Turkish - Limited working proficiency

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