

İzgi Kanatlı

Cyprus | izgikanatli@outlook.com | 0 533 824 77 46 | izgikanatli.com | linkedin.com/in/izgikanatli
github.com/1zgi

About Me

With a background in mathematics and software engineering, I have developed analytical intelligence, problem-solving skills, and a deep understanding of algorithms. These qualities excite me, especially the opportunity to gain more knowledge and expertise in the field of **artificial intelligence**.

My practical experience includes several internships at **Özbul Bilişim**, where I experienced on backend development tasks using **.NET**, **C**, and database management systems. I successfully implemented API endpoints, designed database tables, and participated in collaborative development applications using Git and agile methodologies.

Unlike traditional software development, I have a special interest in **Computer Graphics**, **3D Digital Arts**, and **digital animation**. My mathematical education in linear algebra, geometry, analysis, and computational mathematics provides a theoretical foundation for understanding rendering algorithms, transformations, and graphics programming.

I have developed myself in environments that challenge both my technical and creative skills. Whether it's developing robust backend systems, implementing graphics algorithms, solving complex mathematical problems, or creating detailed 3D models, I can approach concepts by combining analytical rigor with artistic vision.

Education

Eastern Mediterranean University, BS in Software Engineering Sept 2023 – Jul 2025

- **Graduation Project:** Human Activity-Based Animation of 3D Characters Using Computer Vision and Web Technologies [[animateme.ai](#)]
- **Coursework:** Data Structures and Algorithms, Object Oriented Programming, Operating Systems, Artificial Intelligence, Computer Networks, Principles of Programming Languages, Software Design.

Çankaya University, BS in Mathematics Sept 2018 – Jun 2023

- **Graduation Project:** Oscillation Theory in Second-Order Differential Equations
- **Coursework:** Analysis, Linear Algebra, Probability and Statistics, Topology, Financial Mathematics, Oscillation Theory, Mathematics in Physics, Numeric Analysis.

Experience

Software Engineer and Developer, Furthersoft LIMITED. – Nicosia, North Cyprus October 2025 – today/2026

- Developing back-end functionalities and working on AI Security Gateway "CID222" project. [[cid222.ai](#)]

Software Developer Intern, Özbul Bilişim Ltd. – Famagusta, North Cyprus June 2024 – Aug 2024

- Developed back-end functionalities for admin-portal-api using **.NET** and **C#** to manage internship applications
- Implemented email template system with database schema design and API endpoints for template management
- Collaborated with development team using Git/GitHub, resolved merge conflicts and maintained code quality

Back-end Development Intern, Özbul Bilişim Ltd. – Famagusta, North Cyprus Jan 2024 – Feb 2024
github.com/IBankingSystem

- Built CRUD operations for applicant group management using DbContext for database interactions on **.NET** framework.
- Wrote comprehensive unit tests to ensure functionality reliability and system integration
- Gained experience in collaborative development workflow and version control practices

Front-end Development Intern, Web-Art Bilişim – Ankara, Turkey

July 2020 – Nov 2021

- Designed and developed frontend web interfaces focusing on user experience and visual design
- Created responsive web layouts using HTML, CSS, and JavaScript for various client projects
- Gained foundational experience in web development and client communication

Projects

AnimateMe.ai

Jun 2025

github.com/animateme.ai

- **Human Activity-Based Animation of 3D Characters Using Computer Vision and Web Technologies** - This project describes the design and development of a real-time 3D character animation system, which mimics human activities into digital dynamic 3D character animations.
- Tools Used: Next.js, Three.js, MediaPipe lib. , Kalidokit lib. , Typescript, Tailwind.

3D Object Loader and Viewer

Jul 2024

github.com/3DObjectViewer

- Developed a desktop application that contains to render digital 3D object files (.obj) with assigned colors or textures.
- Tools Used: C, C++, OpenGL lib. , SDL lib. .

Caffè Simulation Game

Jun 2023

[Lo-fi Caffè Game link](#)

- The Caffè Simulation Game, developed for Cankaya University's CENG361 (Digital Game Design) course. The goal is to prepare the desired products for customers visiting the café within a designated time frame, increasing the game score and difficulty level as orders are successfully completed.
- Tools Used: C#, Unity.

Oscillation Theory for Second-Order Differential Equations

Feb 2023

[PDF link](#)

- This thesis explores the question: “Will the solution curves of a linear second-order ordinary differential equation continue crossing the x-axis, or will they eventually remain on one side?”

The analysis is focused on the Sturm–Liouville form:

$$-(p(x)y')' + q(x)y = 0$$

and builds upon the classical developments from Sturm's foundational 19th-century work through to advanced criteria formulated in the 20th century.

- Referenced Books: [1] Comparison and Oscillation Theory of Linear Differential Equations, [2] Lectures on Ordinary Differential Equations, [3] Oscillation Theory, [4] Linear Differential Operators Part II Linear Differential Operators in Hilbert Space.

Technologies

Languages: C++, C, Java, C#, SQL, JavaScript, TypeScript, LaTeX, Haskell, HTML/CSS, Python, MATLAB

Technologies: .NET, Microsoft SQL Server, Next.js, Three.js, MediaPipe, Unity, Blender, Adobe Substance Painter&Designer, Git&Github

Languages

Turkish - *Native*

English - *C1*

Deutsch - *A2*

References

Prof. Dr. Ekin Uğurlu

Professor, Mathematics Department
Cankaya University

Email: ekinugurlu@cankaya.edu.tr

Website: unis.cankaya.edu.tr/Ekin-Ugurlu

Academic Supervisor &
Instructor

Prof. Dr. Alexander G. Chefranov

Professor, Computer Engineering Department
Eastern Mediterranean University

Email: alexander.chefranov@emu.edu.tr

Website: staff.emu.edu.tr/alexanderchefranov

Academic Supervisor &
Instructor

Mr. Buluç Çelik

Founder

Özbul Bilişim Ltd.

Email: info@ozbul.com

Website: ozbul.com

Internship Supervisor

Portfolios

Digital 3D Art Portfolio - sketchfab.com/1zgi

GitHub Portfolio - github.com/1zgi