Yiğit Alp Göktaş

Software Developer

GENERAL INFORMATION

General Information

Full Name: Yiğit Alp Göktaş

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Phone: +90 530 440 1789

Date of Birth: June 23, 2008

Address: Mudanya, Bursa, Turkey

About Me

I'm Yiğit Alp Göktaş, and I've been passionate about software development since the age of 12. So far, I have learned 15 different programming languages and actively use them in my projects. I have experience in nearly every area of software, including mobile app development, embedded systems, game development, artificial intelligence, data science, web-based systems, and network programming. I’ve developed various projects in all these fields.

I actively apply and enhance the software knowledge I've gained through my projects, competitions I've participated in, and companies I've worked with. I'm constantly focused on learning new technologies, creating innovative solutions, and contributing to larger and more impactful projects.

Education

Year	Education Level	School	Details
2014 - 2019	Primary & Middle School	Mavi Dünya College	
2019 - 2022	Middle School	Bursa Hazar College	Graduated as the top student of the school.
2022 - Present	High School	Şükrü Şankaya Anatolian High School	Actively participating in most school events and competitions, especially those related to technology.

SKILLS

Programming Languages I Have Experience With

- JavaScript
- C
- C#
- C++
- TypeScript
- Python
- Java
- Objective C
- Lua
- Kotlin
- Dart
- Visual Basic
- PHP
- Rust
- Dart
- F#
- ...

Since I started to be interested in software, I have had the opportunity to experience many software languages widely used in the industry. As I developed projects in different areas, I discovered new languages and started to use them. I continue to produce projects in new software areas and focus on increasing my competencies in the areas I have worked in before.

Software Fields I Have Worked In

Field	Description
Mobile Application Development	I have developed various mobile applications using both web-based and native systems.
Desktop Application Development	I have created various desktop applications, mostly for Windows, using technologies like C# and the .NET Framework.
Web Development	I have developed full-stack web applications and APIs using HTML, CSS, JavaScript, and frameworks like React and Angular.
Embedded Systems	I have developed firmware and hardware-related software for various projects using microcontrollers such as Arduino, ESP32, and Raspberry Pi.

Software Fields I Have Worked In

Field	Description
Game Development	I have developed 2D and 3D games using game engines such as Unity, Unreal Engine, and Godot.
Artificial Intelligence & Machine Learning	I have worked on machine learning and AI projects, including natural language processing with LLM models, semantic segmentation, and object detection with technologies like YOLO.
Database Management	I have created databases for systems I developed using NoSQL and SQL databases like MongoDB and PostgreSQL.
Other Fields	I also have software development experience in various other fields not listed here.

Technologies and Tools I Have Used

Web Development:

- **React, Angular, Vite, Vue, Next.js, Electron**
  I have used these to develop web-based applications across multiple platforms.
- **Node.js, Yarn**
  I have used these for package management and server-side development.
- **MUI, Tailwind, Bootstrap**
  I have used use these for UI design and styling adjustments.
- **Ionic, Capacitor, Cordova**
  I have used these to add native features to the web-based applications I developed.
- **Express.js, Django, Flask**
  I have used these for server-side development and API creation.

Technologies and Tools I Have Used

Version Control and Communication:

- **Git, GitHub, GitLab**
  I have used these for version control and file transfer.

Desktop Application Development:

- **.Net Framework, WinForms**
  I have used these for developing desktop applications for Windows.

Network Protocols:

- **WebSocket, MQTT, TCP, FTP**
  I have used these for data transfer in various projects.

Technologies and Tools I Have Used

Machine Learning and Artificial Intelligence:

- **TensorFlow, PyTorch, Keras**
  I have used these for model operations in machine learning projects.

- **OpenCV, YOLO**
  I have used these for image-based machine learning projects.

- **Google Colab, Gradio**
  I have used these to create test interfaces for various projects.

- **NLTK, Transformers**
  I have used these for fine-tuning and other tasks in LLM projects.

Technologies and Tools I Have Used

Databases:

- **Firebase, MongoDB, PostgreSQL**
  I have used these for database management in various projects.

Game Development:

- **Unity, Unreal Engine, Godot**
  I have used these to develop 2D and 3D games.

Mobile Application Development:

- **Flutter**
  I have used this to develop native mobile applications.

Technologies and Tools I Have Used

3D Design and Modeling:

- **Fusion 360, Blender, AutoCAD**
  I have used these to create 3D models required for various projects.

Graphic Design:

- **Canva, Figma**
  I have used these for graphic design in various projects.

Hardware and Embedded Systems:

- **Arduino, ESP32, Raspberry Pi**
  I have used these as microcontrollers in hardware-related projects.

Technologies and Tools I Have Used

3D Printing Software:

- **Creality Print, Prusa Slicer, Ultimaker Cura, Bambu Labs**
  I have used these for 3D printing in various projects.

IDEs:

- **Visual Studio, Visual Studio Code, PyCharm, Android Studio, Arduino IDE**
  I have used these IDEs depending on the project requirements.

Technologies and Tools I Have Used

Other Tools I Have Used:

Microsoft Office Programs, Google Docs, WordPress, Webflow, Fritzing, Microsoft Teams, OBS Studio, CapCut, Discord, OpenRocket, TinkerCad, Trello, Notion, Airtable, VNC Viewer, Postman, Draw.io, Photon Engine, FL Studio

Other Skills

Entrepreneurship, Project Management, Teamwork, Problem Solving, Time Management, Photography, 3D Modeling, Graphic Design, Video Editing, Electronics and Circuit Design, Mechanical Design, Content Creation, 3D Printers

LANGUAGES

Languages

Language	Speaking	Writing	Listening
Turkish	★★★★★	★★★★★	★★★★★
English (B2-C1)	★★★★	★★★★	★★★★★
German (B1)	★★★	★★★	★★★★
Russian (A1-A2)	★	★★	★★

WORK EXPERİENCE

(Companies I have worked for and the large teams and communities I have been part of)

Spark (2022-Present), Full Stack Software Developer

spark.com.de

Spark is one of Turkey's largest e-mobility companies, offering comprehensive solutions for electric vehicle users. Users can access services such as finding charging stations, route planning, roadside assistance, and insurance through a single application.

Since the company's founding in December 2022, I have been working at Spark as a **Full-Stack Software Developer**. I have played an active role in both **frontend** and **backend** development processes for the company's main projects. Additionally, I have developed software solutions for other companies on behalf of Spark.

Spark (2022-Present), Full Stack Software Developer

KOBIL

kobil.com

Spark is one of the ventures of **KOBIL GmbH**, a Germany-based company valued at 20 million dollars. KOBIL is a globally recognized software firm, particularly known for its security technologies, and Spark is positioned as a startup built on this strong infrastructure.

spark.com.de

I joined Spark as a **“day 0 member”** from the very beginning of the company's establishment. In this process, I made direct contributions to both shaping the product vision and laying the foundations of the technical architecture.

AITT (2023-Present), Team Captain

aitt.js.org

Founded in 2021, **AITT** (Artificial Intelligence Technologies Team) participates in competitions such as the Efficiency Challenge Electric Vehicle Races and the Robotaxi Autonomous Vehicle Competition, held annually as part of Teknofest.

In 2023, I joined the team as the **Software Department Lead** and am currently serving as the **Team Captain**.

With the AITT team, we have passed the preliminary evaluation stage of the Teknofest 2025 Robotaxi Autonomous Vehicle Competition, scoring a perfect **100 out of 100**.

Valkyrie 9043 (2023-Present), Software Developer

The Valkyrie team founded in 2022 participates in the First Robotics Competition (FRC) annually and stands out with various social responsibility and engineering projects in addition to robot development.

In 2023, I joined the team as a **Software Developer**, working on embedded systems software and web applications.

With the Valkyrie team, we won the **Imagery Award** at the FRC 2024 Bosphorus Regional and the **Rising All-Star Award** at the FRC 2025 Marmara Regional.

ŞŞAL Entrepreneurship Club (2022-2024), Club President

The ŞŞAL Entrepreneurship Club, located at Şükrü Şankaya Anadolu High School, participates in various entrepreneurship programs, primarily Gençbizz, and organizes and attends entrepreneurship seminars.

I joined the club in 2022 as a board member, participated in the Gençbizz program, and attended various entrepreneurship seminars to receive entrepreneurship training. From 2023 to 2024, I served as the **Club President**.

SoloŞŞAL (2025-Present), Avionics Developer

The SoloŞŞAL Rocket Team, founded in 2025, participates in the A1 category of the Rocket Competition at Teknofest.

As an **Avionics Developer,** I am involved in the development of the rocket’s software and electronic systems, and I also contribute to the rocket's 3D modeling.

In the Teknofest 2025 Rocket Competition, the SoloŞŞAL team successfully passed the preliminary evaluation stage with a high score of 509 out of 620.

YAGTech (2022-Present), Founder

I publish mobile and desktop applications and games developed under the name YAGTech. In these projects, I contribute to the app and game world by using technology effectively with user-centered designs and innovative solutions.

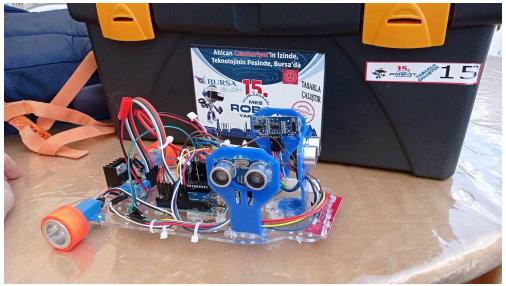
PROJECTS AND COMPETITIONS

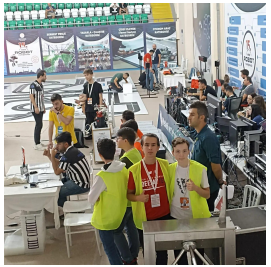
Projects and Competitions Related to Technology

15th International MEB Robot Competition - Design & Build Category

In the 9th grade, I participated in the 15th International MEB Robot Competition in the Design & Build category and achieved **second place**. In this competition, we were required to design and present a robot that would accomplish a task we had never encountered before.

Within the 8-hour time frame given to us, we designed and developed the robot using only the provided parts, without internet connection or external communication. By optimizing the robot to complete the task with minimal errors, we achieved **second place** in the competition.





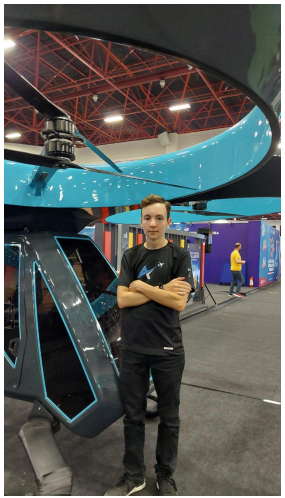
Teknofest

teknofest.org

Teknofest is world's largest technology festival, recognized as one of the most prominent events in the field of innovation and technology. It is an international event that attracts teams and participants from all around the world, offering competitions in a wide range of categories, including aerospace, robotics, artificial intelligence, renewable energy, and much more. With hundreds of teams showcasing their cutting-edge projects and technologies, Teknofest serves as a platform to foster creativity, technological development, and collaboration across industries, shaping the future of science and technology. Each year, over 1,650,000 competitors and more than 1,100,000 visitors participate and attend the event.

Over the years, I have had the privilege of developing various projects for Teknofest competitions. These projects span multiple categories, ranging from aerospace and robotics to AI and renewable energy. My involvement in Teknofest has allowed me to apply my skills, work with talented teams, and push the boundaries of technology while contributing to the innovative spirit of the competition. Each year, I continue to challenge myself and refine my expertise through Teknofest's dynamic and inspiring environment.

Teknofest 2024 Flying Car Simulation Competition



In the 10th grade, I participated in the Teknofest Flying Car Simulation Competition, where the task was for the flying vehicle in the simulation environment to perform various tasks using sensor data and respond accurately in events like sensor malfunctions or emergencies. By developing algorithms in Python, we successfully passed all the evaluated stages and qualified for the final. Out of over 1500 teams, we finished **5th** in the final competition.

Teknofest 2024 Efficiency Challenge Electric Vehicle Races

In the 10th grade, I participated in the **Teknofest Efficiency Challenge Electric Vehicle Races** with the AITT team, where we developed a fully electric, full-scale vehicle.

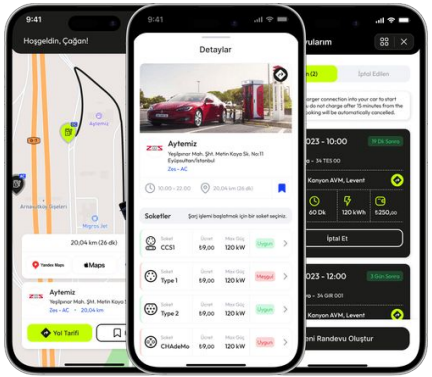
As the software division leader, I was involved in all software development processes, from the HMI interface to the microcontroller software.

16th International MEB Robot Competition – Design & Build Category

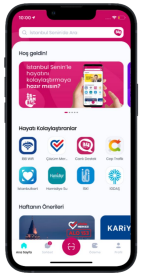
In the 11th grade, I participated in the **16th International MEB Robot Competition**'s Design & Build category and ranked 4th. In this competition, we were tasked with designing and presenting a robot to complete an unknown challenge we had never encountered before.

Within the allocated 8 hours—without internet access or external communication—we built the robot using only the provided parts and developed its software. We optimized the robot to complete the task with minimal errors and placed **4th among 120 teams**.

Spark Super App



spark.com.de



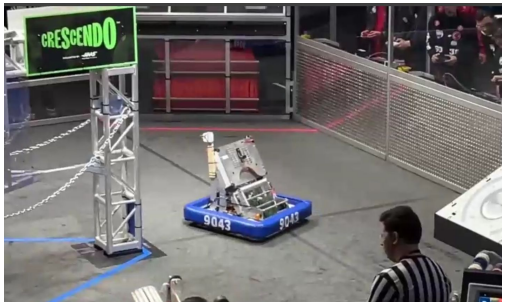
istanbulsenin.istanbul

Developed by the company Spark, the **Spark Super App** enables electric vehicle users to meet all their needs through a single application.

Some features within the app have also been published as mini apps in super apps like İstanbul Senin, which has over 5 million users.

I actively take part in both the frontend and backend development of Spark applications, as well as in the integration process with the İstanbul Senin app.

FRC(First Robotics Competition) 2024



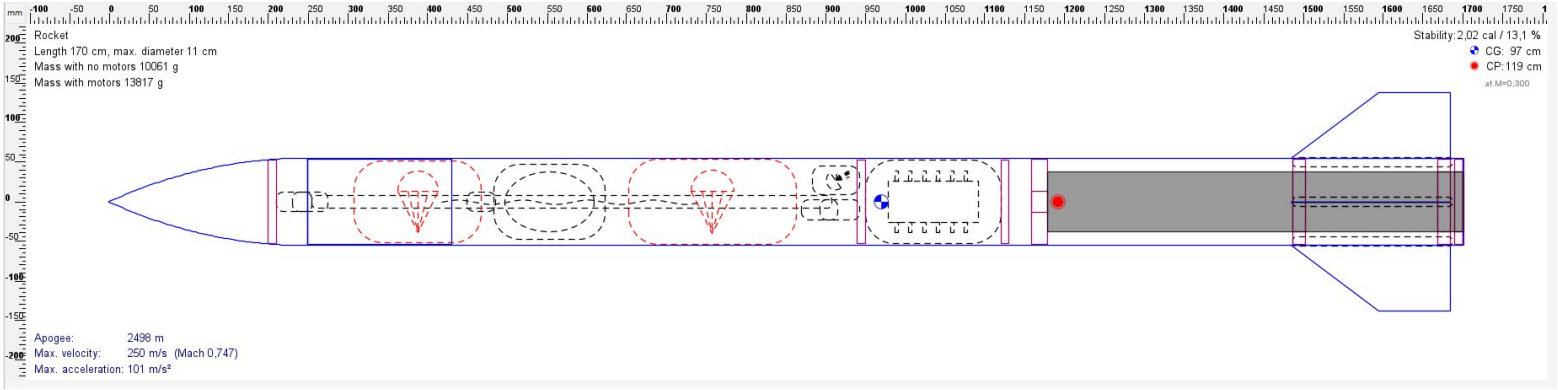
In 10th grade, I participated in the FRC 2024 Bosphorus and Istanbul Regionals with Team Valkyrie 9043.

As Valkyrie, we won the **Imagery Award** thanks to our engineering projects in addition to our robot.

I actively contributed to the software development of both the robotic systems and the engineering projects of the team.

Teknofest 2025 Rocket Competition

As an Avionics System Developer, I participated in the Teknofest 2025 Rocket Competition with the SoloŞŞAL Rocket Team. I took part in various aspects of the team, including the software of the flight control computers, electronic design of the separation system, 3D modeling of the rocket, and the overall design process in the OpenRocket software.



Teknofest 2025 Robotaxi Autonomous Vehicle Competition – Ready Vehicle Category

As the Team Captain of the AITT team, I participated in the Teknofest Robotaxi Autonomous Vehicle Competition in the Ready Vehicle Category.

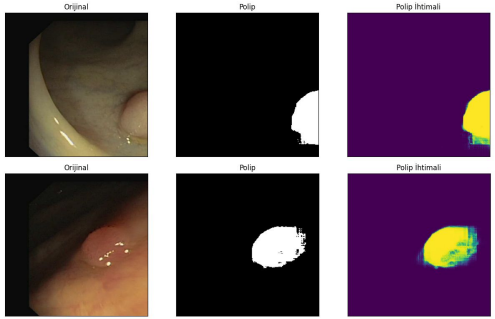
After successfully passing the initial report stages and simulation tests, we are now focused on developing the software for the vehicle, which is equipped with LIDAR sensors, cameras, and other components, to enable it to complete various autonomous driving tasks.

Teknofest 2025 Flying Car Simulation Competition

We also participated in Teknofest 2025 with the AirTech team, which made it to the finals in the Flying Car Simulation Competition at Teknofest 2024 and came in 5th. Our team, which has now passed the preliminary evaluation stages, has managed to be among the first 30 teams to advance to the final design report stage.

As the Team Captain of the AirTech team, I am actively involved in all software development processes throughout the competition.

Teknofest 2025 Artificial Intelligence in Health Competition



I am participating in the Artificial Intelligence in Health competition of Teknofest 2025 with the Med-AI team. In this category, teams are required to complete two tasks: the first is polyp segmentation from colonoscopy images, and the second is cardiomegaly detection from X-ray images.

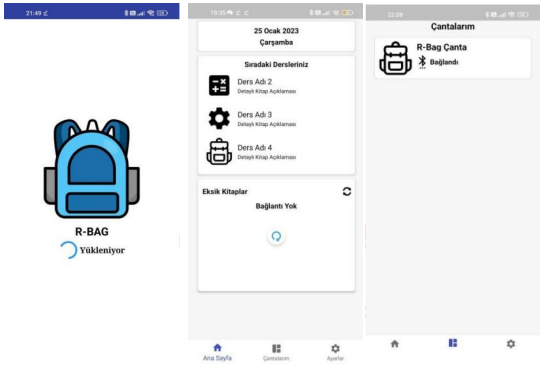
I am actively involved in all software development and model training processes within the team.

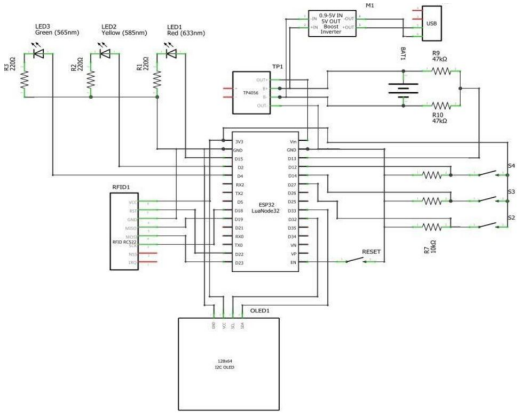
Teknofest 2025 Artificial Intelligence in Aviation Competition

I am participating in the Artificial Intelligence in Aviation competition of Teknofest 2025 with the Mach Intellect AI team. In this category, teams are tasked with two different challenges: the first is landing area detection using images from aircraft cameras, and the second is detecting the position of aircraft using images of stationary objects on the ground.

As the team captain, I am actively involved in all software development and model training processes.

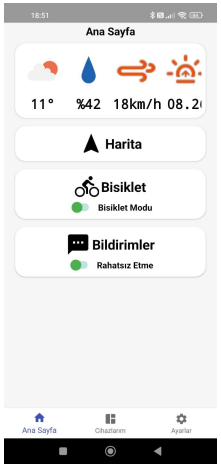
Teknofest 2023 Educational Technologies Category





I participated in the Educational Technologies category of Teknofest 2023 with the Eternal team. Our project was a smart backpack for students. With RFID tags placed on the books, the books in the backpack are detected, and missing books can be viewed through a mobile application on the student's phone. The team successfully passed the first evaluation report, but was eliminated in the second report. I was involved in all software and electronic development processes of the project.

TÜBİTAK 2204-A



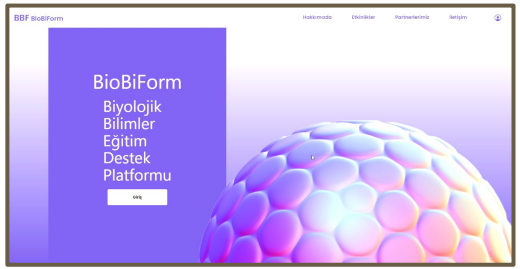
In the TÜBİTAK 2204-A competition, we developed **smart glasses** under the **Technological Design category** with the theme of **Wearable Technology**. Specifically designed for cyclists, the glasses connect to the phone via Bluetooth and offer various features such as navigation, notification display, answering incoming calls, route tracking, and weather updates. The glasses project the image onto the lens through a HUD-like system, allowing the user to easily follow the information.

FRC(First Robotics Competition) 2025

We participated in FRC 2022 Bosphorus and Marmara Regional with the Valkyrie 9043 team. As the Valkyrie team, we were evaluated by the jury as a promising and rapidly developing team and won the **Rising All-Star award**. I actively took part in the software development processes of the team's robotic systems and engineering projects.

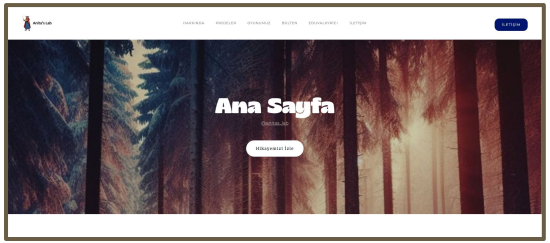
Social Responsibility Projects

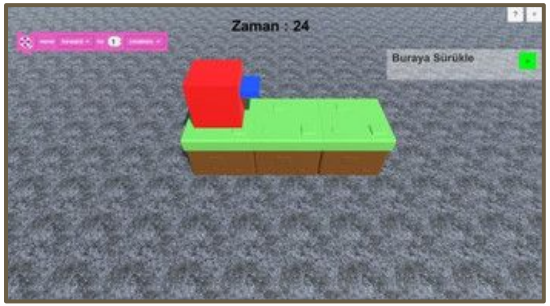
BioBiForm



BioBiForm, also known as the Biological Sciences Education Platform, **is an educational platform entirely developed by me**. The platform was created to provide support to students who were unable to attend practical classes during the pandemic's online education period and to help students get acquainted with corporate life. The goal of the platform was to establish a bridge between universities and the industry. Thanks to this platform, developed in collaboration with the Turkish Biologists Association and Spark, more than 10,000 university and high school students participated in online and in-person experiments and events organized by over 20 companies working in the field of biology.

Anita's Lab





Anita's Lab is a social responsibility project that I participated in as part of the Valkyrie team, aimed at helping young children learn about and gain experience in FLL (First Lego League). Through the project, I developed the game Anita's Lab: Discovery Storm, where children have the opportunity to learn the basic FLL blocks while completing tasks in the game.

Foreign Language Projects and International Participations

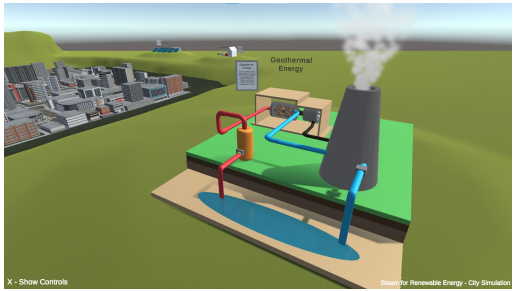
Erasmus - WISH

As part of the Erasmus project WISH (We Internationally Share Happiness), we participated in a mobility program in Malta. During the project, we explored local landmarks of Malta and took part in various workshops designed to foster creativity and teamwork. This experience allowed us to interact with participants from different cultures, gain new perspectives, and enhance our communication skills in an international environment.

Erasmus - Voyage

As part of the Erasmus project Voyage, we organized an international MUN (Model United Nations) conference at our school called Voymun. I was part of the organizing committee as a Press & IT Team Member. During the event, I had the opportunity to meet new people from four different countries and improve my communication skills in a multicultural environment.

eTwinning - S.T.E.A.M. for Renewable Energy



The S.T.E.A.M. for Renewable Energy eTwinning project I participated in was awarded the European Quality Label and was recognized as one of the top 200 eTwinning projects in Turkey. In this project, which involved participants from five different countries, we conducted research on renewable energy sources and had the opportunity to experiment with what we learned through local workshop activities. Additionally, we created 3D models of renewable energy sources in teams and developed a realistic virtual city simulation. I developed the software for the simulation, enabling the integration of all 3D models into a shared environment.

eTwinning - Prepared Today Protected Tomorrow

As part of the Prepared Today, Protected Tomorrow eTwinning project, we are researching the effects of natural disasters on climate change and preparing informative materials in different groups. The project includes participants from four different countries. To support the research process, I developed a chatbot capable of generating images when needed and assisting with information retrieval. This tool helps project members access accurate information more efficiently.

ŞŞAL MUN 2025

I served as the Head of IT and Press Member at the ŞŞAL MUN (Model United Nations) conference, organized with the participation of high schools from Bursa. I managed the graphic design and media management processes required for the event, as well as took charge of website development. Throughout the conference, I conducted professional video filming and managed all visual content for the event. This process significantly contributed to improving my skills in networking and communication.

Entrepreneurship Projects

GençBizz

By participating in the GençBizz entrepreneurship program, I had the opportunity to develop my skills in entrepreneurship, teamwork, and problem-solving. In this program, students establish their own virtual companies, create business plans, manage production processes, and sell products. The virtual companies we formed qualified for the semifinals twice. Throughout this journey, I gained hands-on experience in financial management, marketing strategies, and innovation.

İnoGenç

As part of the İnoGenç entrepreneurship program, we participated in seminars, workshops, and competitions that helped us develop various entrepreneurial skills, with a particular focus on innovative thinking. Throughout the program, I took part in numerous creativity-driven activities and gained experience in areas such as business model development, problem-solving, and presentation techniques. At the end of the program, we were awarded the **Innovative Idea Award** at the final event, the Ideathon, with our smart glasses project.

Other Projects

Open Source Projects

Driven by my own needs and inspired by the idea of creating value for other developers and users, I share various open-source projects, applications, and development tools on my GitHub profile. These projects range from utilities that simplify software development processes to applications that address specific problems. Through the open-source approach, I aim to make these tools accessible to the developer community, encouraging collaboration, contributions, and continuous improvement of the projects.

Published Projects

I publish mobile and desktop applications and games that I develop either independently or in collaboration with different teams —outside the scope of any competition— on platforms such as Microsoft Store, Itch.io, and YAG Store. These projects span a wide range of categories, from tools that simplify everyday tasks to fun and engaging games. To reach a broader audience, I’m also planning to publish some of these apps and games on platforms like Google Play Store, Epic Games Store, and Steam in the near future.

AWARDS, ACHIEVEMENTS & CERTIFICATES OF QUALIFICATION

Awards, Achievements & Certificates of Qualification

15th International MEB Robot Competition
2nd Place
Teknofest 2024 Flying Car Simulation Competition
5th Place (Finalist)
16th International MEB Robot Competition
4th Place
FRC 2024 Bosphorus Regional
Imagery Award
FRC 2025 Marmara Regional
Rising All Star Award
Cambridge YLE English Qualifications
Starters, Movers, Flyers
İnoGenç Idea Marathon - Ideathon
Innovative Idea Award
LinkedIn Skill Assessments (Verified Badges)
C#, Python, JavaScript, C++, CSS, Node.js, React.js, HTML, Unity

Awards, Achievements & Certificates of Qualification

Teknofest 2025 Robotaxi Autonomous Vehicle Competition

Full score of 100/100 in the preliminary evaluation (KTR phase)

Teknofest 2025 Rocket Competition

509/620 points in the KTR phase

Teknofest 2025 Flying Car Simulation Competition

FTR phase

EğitiJam25

Successful in the preliminary evaluation

HOBBIES AND INTERESTS

Hobbies and Interests

- Software
- Game Development
- Artificial Intelligence and Machine Learning
- Embedded Systems and IoT
- 3D Modeling and Printing Technologies
- Photography and Video Content Creation
- Space and Aerospace Technologies
- Table Tennis
- Badminton
- Basketball
- Video Games
- MUN Conferences

SOCIAL, ARTISTIC, AND SPORTING ACTIVITIES

Social, Artistic and Sporting Activities

- Google DevFest’23 Bursa
- Google DevFest’24 Bursa
- Voymun
- WISH
- Teknofest 2023 Istanbul
- Teknofest 2024 Antalya
- ŞŞALFest’23
- ŞŞALFest’24
- Theater Events
- TÜBİTAK 4006 Science Fair
- ŞŞAL Career Days Events
- ŞŞAL Entrepreneurship Club Events
- ŞŞAL Foreign Language Club Events
- Bursa Middle School Futsal Star League
- ŞŞAL MUN 2025
- UHALMUN 2025