

Egehan Kahraman

Kahramanmaraş, Türkiye

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I am a high-school student developing web and mobile applications. I also work on a Firefox-based browser and a programming language with Turkish syntax.

Education

Şehit İlhan Güleç Anadolu Lisesi - Language track, 2023-2027 (expected graduation).

Experience

PathQuester - Developer intern, approximately one year. Worked on the web development of a membership portal. My tasks included user roles and access permissions across an organisation, data migration scripts and updates that needed to write to two data sources.

Independent developer - 2023-present. Web and mobile application work, including fixing website bugs, adding components to existing interfaces and maintaining applications. My first paid React project, VERASIS, was a school appointment system for parent-teacher meetings and teacher schedules.

GençTek Kahramanmaraş / MEB YEĞİTEK - Instructor, 2026. Prepared and taught “Veriden Zekaya”, a three-week, six-session applied AI course for high-school students. Covered data preparation, regression and classification, neural networks, model evaluation and AI ethics.

YouthX Research - Founder, 2024-present. An independent software and research initiative run with other students. My work includes AI projects, the Hüma language and educational activities. [Project records](#)

AI with Youth / Dr. Emre Dinç - Participant and speaker, 2025-present. I take part in the youth AI workshops run by Dr. Emre Dinç. At the September 2025 event I gave a talk titled “Language Learning in the Age of Artificial Intelligence”.

Şehit İlhan Güleç Anadolu Lisesi - Peer teaching, 2025-present. Started a web development workshop at school. Taught HTML, CSS and JavaScript fundamentals and helped students build their first websites.

Selected projects

Hüma - A programming language I am developing in Rust, following Turkish grammar. It includes a parser, interpreter and bytecode virtual machine; work on the language and runtime is ongoing. [Source code](#)

Hilal Browser - An open-source desktop browser based on Firefox. I work on the interface, tabs and separate workspaces; it uses the Firefox and Gecko codebase. I also run the project's user and contributor community. [Source code](#)

Notia - A photo-journaling application I am developing with Flutter and Dart, built around adding notes to photographs and finding past entries. [Source code](#)

Sezi - A Python evaluation suite measuring how Turkish language models distinguish evidentiality (-di and -miş past-tense markers) across a 108-item task matrix and human validation forms.

Games and small experiments

Merge Paws: Cat World - A cat-merging game I published on Google Play. [Google Play](#)

Marash's Gangs - A game about the 1920 resistance in Maraş, developed with a team in 48 hours at Madalyon Game Jam. It received the category award in the art category. [Game](#)

Hanzi Yolu - A small experiment I made for Chinese reading practice, trying out word and character inspection, radical views and stroke-order views. [Source code](#)

Presentations and activities

- **ICETOL 2026, Bremen.** Presented the Hüma work, "A Turkish Grammar-Aware Approach to Introductory Programming", and chaired one session.
- **EDE_RO, Kahramanmaraş, 2026.** Notia, developed with Mustafa Gökpınar, placed third among 25 projects in the provincial high-school AI category. [School report](#)
- **International AI camp, China, July 2026.** One of eight students selected from Türkiye. Completed the robotics course at UESTC and received the Dawn Star award at the 2026 International Teenagers AI Robotics Innovation Challenge in Beijing. [Education authority announcement](#)
- **NASA Space Apps, 2025.** Participated with an AI prediction project using NASA datasets. [Event report](#)
- **TEKNOFEST Pardus Error Catching and Suggestion Competition, 2024.** Finalist with the Anadolu Aslanları team and the Hüma Browser project; development of the browser later continued under the Hilal name.
- **TEKNOFEST Pardus Error Catching and Suggestion Competition, 2026.** Took part with the GK-Developers team.
- **TEKNOFEST Inter-High School UAV Competition, 2026.** Software developer on the GöktürkUAV team. We passed the report stage; our aircraft crashed during the flight-proof video stage, so we could not continue.
- **ENJOY AI 2026 European Open, Travnik (Bosnia and Herzegovina), October 2026.** Coached a team.
- **ENJOY AI 2026 Eurasia Open, Istanbul, 24-25 October 2026.** Official referee in the Technical Support category. Built the scoring and live results system used at the event with Next.js and Firebase. [Live results](#)
- **GençTek Summit, Ankara, 2025.** Participated in student activities and AI workshops.

Open source, community and volunteering

I develop open-source projects and contribute to others. I answer questions and join discussions on forums, especially the Pardus forum. On [my YouTube channel](#) I share videos about Linux and the development of Hilal Browser and Hüma. I write technical documentation for Hüma and have published software articles on my personal blog and Medium. I am a LÖSEV volunteer.

Technical work

I have used Rust, JavaScript and TypeScript, React and Next.js, Dart and Flutter, and Python in my projects. I write most of my code together with AI tools. I use Git and Linux.

Languages

Turkish: native. English: upper-intermediate (B2). Italian, German and Chinese: beginner; I am interested in languages.