

# John Doe

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## Welcome to RenderCV!

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[RenderCV](#) is a Typst-based CV framework designed for academics and engineers, with Markdown syntax support.

Each section title is arbitrary. Each section contains a list of entries, and there are 7 different entry types to choose from.

## Education

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### Stanford University

PhD in Computer Science

Stanford, CA, USA

Sept 2023 – present

- Working on the optimization of autonomous vehicles in urban environments

### Boğaziçi University

BS in Computer Engineering

Istanbul, Türkiye

Sept 2018 – June 2022

- GPA: 3.9/4.0, ranked 1st out of 100 students
- Awards: Best Senior Project, High Honor

## Experience

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### Summer Intern

Company C

Livingston, LA, USA

June 2024 – Sept 2024

- Developed deep learning models for the detection of gravitational waves in LIGO data
- Published [3 peer-reviewed research papers](#) about the project and results

### Summer Intern

Company B

Ankara, Türkiye

June 2023 – Sept 2023

- Optimized the production line by 15% by implementing a new scheduling algorithm

### Summer Intern

Company A

Istanbul, Türkiye

June 2022 – Sept 2022

- Designed an inventory management web application for a warehouse

## Projects

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### Example Project

May 2024 – present

A web application for writing essays

- Launched an [iOS app](#) in 09/2024 that currently has 10k+ monthly active users
- The app is made open-source (3,000+ stars [on GitHub](#))

### Teaching on Udemy

Fall 2023

- Instructed the "Statics" course on Udemy (60,000+ students, 200,000+ hours watched)

## Skills

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**Programming:** Proficient with Python, C++, and Git; good understanding of Web, app development, and DevOps

**Mathematics:** Good understanding of differential equations, calculus, and linear algebra

**Languages:** English (fluent, TOEFL: 118/120), Turkish (native)

## Publications

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### 3D Finite Element Analysis of No-Insulation Coils

Jan 2004

Frodo Baggins, *John Doe*, Samwise Gamgee

[10.1109/TASC.2023.3340648](#) 

## Extracurricular Activities

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- There are 7 unique entry types in RenderCV: *BulletEntry*, *TextEntry*, *EducationEntry*, *ExperienceEntry*, *NormalEntry*, *PublicationEntry*, and *OneLineEntry*.
- Each entry type has a different structure and layout. This document demonstrates all of them.