

Ipek Naz Sipahi • Computer Engineering Student

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ABOUT ME

Highly motivated Computer Engineering student specializing in **Data Science** and **Artificial Intelligence**. Adept at **Python**, **SQL**, and **Machine Learning** concepts, and leveraging data for process optimization. Passionate about applying analytical thinking to complex challenges, particularly in understanding **game design dynamics** and **player behaviour**.

EDUCATION

Manisa Celal Bayar University

Manisa, Turkey

Bachelor of Engineering, Computer Engineering

September 2022 – June 2026

Cumulative GPA: 3.35

Relevant Courses: Statistics, Object Oriented Programming, Database Management, Design and Analysis of Algorithms, Natural Language Processing, Machine Learning, Automata Theory, Artificial Intelligence, Biologically Inspired Algorithms

EXPERIENCE

Vicat Group Türkiye (Konya Çimento SAN. A.Ş.)

Konya, Turkey

IT Intern

July 2025 – August 2025

Keywords: ERP Systems, Data Management, MS Excel, Power BI, Python

- Utilized **SQL** to generate **a** standard reports and dashboards, aiding management in **profit/loss** of a product's type decision-making.
- Learned daily operations of **ERP systems** (e.g., SAP, Oracle) by **observation and use**, contributing to a **new module idea**.
- Gained hands-on experience in data management and process optimization within a fast-paced manufacturing IT environment.

SKILLS & CERTIFICATIONS

- Programming & Data:** Python (OOP, Pandas, NumPy, Django), SQL (PostgreSQL, MSSQL), C# (Fundamentals), HTML, CSS, Streamlit, JavaScript
- Technical Tools:** Git/GitHub, Microsoft Excel, Power BI
- Soft Skills:** Analytical Thinking, Problem-Solving, Adaptability, Team Collaboration, Communication
- Languages:** Turkish (Native), English (C1), Japanese (Learning)
- Certification:** [Data & Digital Skills \(P&G VIA\)](#), [Google Proje Yönetimi](#), Udemy - 100 Days of Code: The Complete Python Pro Bootcamp (*Expected Completion: December 2025*), Udemy - The Complete Full-Stack Web Development Bootcamp (*Expected Completion: February 2026*), Coursera - Machine Learning Specialization (*Expected Completion: December 2025*)

STUDENT ORGANIZATIONS

PAGIT – DIGITAL GAME DEVELOPMENT TEAM, Team Leader

MCBU, Manisa, Turkey

September 2024 – September 2025

- Directed a multidisciplinary team of **5** students across game development projects, and organising game development class, coordinating timelines and communication to ensure **100%** on-time project delivery.
- Orchestrated a highly successful game jam event for **over 50** participants, resulting in the creation of **13** functional game prototypes.
- Fostered a collaborative environment that encouraged creativity and skill growth among team members.