

Hakan 'John' Gunerli

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Education

Georgia Institute of Technology | Atlanta, GA

January 2022 – May 2023

Bachelor of Science in Computer Science, Concentration: People & Intelligence

University of Georgia | Athens, GA

March 2021 – December 2021

Bachelor of Science in Computer Science: Concentration in Data Science & AI, GPA 3.8

Dean's List, Research Assistantship Stipend, Research Lab Fellowship

Georgia State University- Honors College | Atlanta, GA

May 2019 – March 2021

Bachelor of Science in Computer Science: Emphasis in Data Science, GPA 3.8

President's List x3, Dean's List x3

Experience

University of Georgia — B-Innovation Laboratory, College of Engineering

August 2021 – December 2021

Undergraduate Researcher: Innovation Laboratory Fellow

- Virtual Factory project is a 3D immersive representation of the laboratory located at the newly built STEM Research Building at the University of Georgia.
- Wrote scripts that helped a Raspberry Pi communicate with between the robot which is moving real time and is also being represented at Unity in a Virtual 3D representation done through several scripts and models in Unity that is representation of real-time movement in the Laboratory.

University of Georgia — Heterogeneous Robotics Research Laboratory

August 2021 – December 2021

Undergraduate Research Assistant: Human-Robot Interaction

- Mentored by Professor Ramvijas Parasuraman. Principal Investigator: Nazish Tahir
- Created scripts to teleoperate and map simultaneously (SLAM) using gmapping software in ROS.
- Assisted with lab chores including preparing ROS software workspaces for operating and running robots.
- Worked collaboratively with graduate students and faculty to troubleshoot research obstacles.

University of Georgia — Department of Computer Science

August 2021 – December 2021

Undergraduate Student Assistant, Frontend Development Lead

- Principal Investigator: Shannon Quinn
- Led the frontend development department of the CiliaWeb project meant to analyze ciliary motion in a web environment.
- Oversaw the complete redesign of the website using Figma, React, Ant design, and Bootstrap.

tal-labs

September 2019- July 2021

Owner and Chief Executive Officer

- Made up of a team of 6 Software Engineers, tal-labs aimed to provide services for people who just need more management and order in their lives.
- Developed several in-house advertising and productivity sector projects using React, Python and JavaScript.
- Backed up and selected by Georgia State University Entrepreneurship Incubator Program, LaunchGSU.

Peero

January 2021- August 2021

Chief Product Officer

- Managed projects and programs which combine software, hardware, and internal communication within the team.
- Made decisions regarding software build content and timing with the CTO.
- Responsible for the strategic product direction, creating a product roadmap, and collaboration/lead of the business team. Worked with the in-house designer in the UX for the demo launch application.
- Measured impact and establish metrics for programs to manage risks and make informed decisions on subsequent actions.
- Assisted in the technological developments of the project using React and Tailwind.

Turkiye Is Bankasi

September 2020– October 2020

Software Engineer Intern - Payment processing

- Worked with a team of 5 engineers on Point-of-Sale orchestration software.
- Used C# in the backend and Angular in the frontend to create a visual JSON connection program that allowed business to easily connect their POS software with banks in order to ensure secure and proper communication.

Skills

Languages Python, Java, C++, C, Bash, x86 Assembly, React, Bootstrap

Technologies: ROS, GitHub, Pandas, OpenCV, Figma, NodeJS, Bitbucket, Git

Platforms: Linux (Ubuntu, Debian), Windows, MacOS