Ahmet Salih Çiçek

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EDUCATION

Koç University **Sep 2024 – Jun 2029 (Expected)**
B.Sc. Computer Science and Engineering | GPA: 3.32 / 4.00 | Istanbul

Capa Science High School
Weighted GPA: 96.9 / 100 | Istanbul

EXPERIENCE

İnzva Algorithms Program **Oct 2025 – Dec 2025**
Data Structures & Algorithms / Competitive Programming

- Solved timed contest problems across DS (heaps, hash maps), graphs (BFS/DFS, shortest paths), dynamic programming, and greedy; practiced complexity-driven implementation.

KU ACM Student Chapter **May 2025 – Present**
Board Member (Alumni Relations)

- Coordinated alumni relations and supported technical talks; contributed to internal chapter operations and event execution.

Pars Robotics (FRC Team) **Dec 2021 – Jun 2023**
Coding Team Member

- Developed robot software components in Java for FRC 2022/2023 (autonomous routines, control logic, match strategy support).
- Competed at FIRST Robotics World Championship 2023 (Houston) with the software team.

PROJECTS

Teknofest 2025 — Autonomous Vehicle (KUDRET, Koç University Driverless Team) **Nov 2024 – Jun 2025**
Perception / Computer Vision

- Semi-Finalist. Built perception modules for traffic sign recognition and lane detection in an autonomous driving stack.
- Trained YOLOv8 object detection models; managed labeling and augmentation workflows with Roboflow.
- Worked with 10,000+ images and 50+ classes; contributed to the technical report and on-site representation.

Food Chain Through Time — Java Swing Simulation Game
Repo: github.com/A-Salih16/foodchain-through-time-simulation

- Implemented a turn-based grid simulation across Past/Present/Future eras using Java Swing.
- Applied OOP (inheritance, polymorphism, encapsulation); added AI agents, data-driven asset loading, and save/load persistence.

SKILLS & INTERESTS

Programming	Java, Python, C
Core Skills	Data Structures & Algorithms, Graph Algorithms, Dynamic Programming, Competitive Programming
Languages	Turkish (Native), English (B2)
Interests	Table Tennis, Chess