



# ALI CAN KESKIN

## COMPUTER ENGINEER

### GOAL

I trust my skills in problem-solving, communication, and team-work. I am a fast learner and open to learning new things every time. I enjoy learning more about computer science. I want to work in a place where I will be beneficial while enhancing my skill set.

### CONTACT INFO

- Mobile: +90 545 373 1477
- e-Mail: keskinac1998@gmail.com
- LinkedIn: [www.linkedin.com/in/ali-can-keskin](https://www.linkedin.com/in/ali-can-keskin)
- GitHub: [github.com/AcKeskin](https://github.com/AcKeskin)
- Address: Currently in Niğde, Willing to relocate to Ankara.
- HackerRank: [www.hackerrank.com/KeskinAC](https://www.hackerrank.com/KeskinAC)
- Portfolio: [AcKeskin.github.io](https://AcKeskin.github.io)

### HOBBIES AND INTERESTS

- Football
- Basketball
- Volleyball
- Swimming
- Table Tennis
- Chess
- Machine Learning
- Computer Vision
- Game Development
- Simulations
- AR/VR Applications

## EXPERIENCES

### Android Developer

**MEDICATION HOUR | MAY 2020 - SEPTEMBER 2020**

A medication reminder for app Android. It shows the user how the medications interact with alcohol. It also shows how many medications you took in total and how many of them you have missed.

Developed with Android Studio (JAVA).

<https://play.google.com/store/apps/details?id=com.medhour.ilacsaati>

### Intern

**HAVELSAN | JULY 2020 - AUGUST 2020**

-Using Java and Angular, I worked in the specialized part of an ERP software under the payroll scheme part, which is being developed at the Information and Communication Technologies Gen. Mng. Asst.

-Link for the payroll scheme part of the project:

<https://ikkovan.github.io/kovan/>

### Intern

**Erik Games Software Technologies | June 2019 - July 2019**

-With Unity and Unreal Engine 4 for PlayStation 4, I have contributed to some games that were being developed by the company at that time.

-Links of the games I took part in:

[https://store.playstation.com/en-ie/product/EP5823-CUSA17353\\_00-EGBRAINRETROSP01](https://store.playstation.com/en-ie/product/EP5823-CUSA17353_00-EGBRAINRETROSP01)

[https://store.playstation.com/en-gb/product/EP5823-CUSA18906\\_00-ALPHAINVASIONE3](https://store.playstation.com/en-gb/product/EP5823-CUSA18906_00-ALPHAINVASIONE3)

[https://store.playstation.com/tr-tr/product/EP5823-CUSA16329\\_00-EGBRAINBREAKER01](https://store.playstation.com/tr-tr/product/EP5823-CUSA16329_00-EGBRAINBREAKER01)

## ACADEMIC

### TED Universtiy

**Bachelor of Engineering | 2017-2021**

-GPA: 3.48/4.00

-IEEE TEDU Computer Society Chairman (2020-2021)

-ALES (2017): 89.03

-YDS/2(2019): 93.75

-Advanced English, elementary level German

# CERTIFICATES

## Machine Learning with Python-From Linear Models to Deep Learning | December 2020

<https://courses.edx.org/certificates/6313272a840b4d5eb0181c812841be16>

A comprehensive machine learning course from the Massachusetts Institute of Technology. Covered topics are Linear Classifiers, Nonlinear Classification, Linear regression, Collaborative Filtering, Neural Networks, Unsupervised Learning, and Reinforcement Learning. The course has 5 homework, 5 projects, a midterm, and a final exam.

# PROJECTS

## Virtuanance | August 2020 – June 2021

<https://github.com/Virtuanance>

A remote maintenance application developed for AR/VR as a Senior Project. It is developed with Unity Engine. OpenCV is used for marker tracking and recognition. The professional was able to see the view of the technician in the field and retrieve the model of the object to be maintained and share his/her annotations with the technician.

## JumpY | Jan 2021 – Feb 2021

[github.com/AcKeskin/JumpY](https://github.com/AcKeskin/JumpY)

A mobile game that I have developed with Unity. It is developed for practice and to play on my own.

## LastFighter | May 2021 – July 2021

[github.com/AcKeskin/LastFighter](https://github.com/AcKeskin/LastFighter)

A 3D game where you try to defend your Mother Station from the upcoming asteroids and enemy bombs. Made with Unity(C#).

# REFERENCES

## Tolga Kurtuluş ÇAPIN | Proffesor at TEDU Dept. of Computer Engineering

[tolga.capin@tedu.edu.tr](mailto:tolga.capin@tedu.edu.tr)