



ALİ CAN KESKİN

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
- GitHub: github.com/AcKeskin
- Address: Gülseren Sokak TED
- Üniversitesi Erkek Öğrenci Yurdu No:28 - Anittepe/Ankara
- HackerRank: www.hackerrank.com/KeskinAC

HOBBIES AND INTERESTS

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

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-gb/product/EP5823-CUSA18906_00-ALPHAINVASIONE3

https://store.playstation.com/tr-tr/product/EP5823-CUSA16329_00-EGBRAINBREAKER01

ACADEMIC

TED Universtiy

Bachelor of Engineering | 2017-On Going

-GPA: 3.46/4.00

-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 – On Going

virtuanance.github.io/Virtuanance.com/

A remote maintenance application developed for AR/VR as a Senior Project. It is being developed with Unity Engine. Vuforia is used for object tracking and recognition. Leap Motion is used while interacting with the model of the object to be maintained.

JumpY | Jan 2021 – Feb 2021

github.com/AcKeskin/JumpY

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

FPS-ER | May 2020 – Jun 2020

github.com/AcKeskin/FPS-ER

A First Person Shooter, Endless Runner game developed with Unreal Engine 4 as the final project of Game Development course.

REFERENCES

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

tolga.capin@tedu.edu.tr