

Adil Ahmadli

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EDUCATION

Middle East Technical University(METU/ODTÜ)

Ankara, Turkey

Bachelor of Science

Major in Computer Science

Cumulative GPA: 3.02

Advanced Coursework: Data Mining, Logic for CS, Machine Learning, Language Processors

WORK EXPERIENCE

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Ankara, Turkey

Software Developer

Oct 2022 – May 2023

- Operated as a Unity developer, authored tests in NUnit, generated localizations, wrote C# scripts, and created UI components according to the requirements of the design team.
- Utilized Atlassian products and Agile methodology as part of the daily work, got feedback on daily work from senior software developers, wrote clean, sustainable code, and participated in peer code-reviews.

Software Development Intern

Jul 2022 – Sep 2022

- Read academic papers and developed the Optimal Guitar Fingering algorithm from scratch in C# language, using Graphs Theory and relevant algorithms.
- Combined this part with the rest of the project, generated a system that takes a MIDI file of the song as an input, parses, and extracts information, finds the easiest way of performing on the guitar, and creates 3D animation in the Unity app.

Edge Delta

Seattle, Washington

Software Development Intern

Jul 2021 – Oct 2021

- Constructed, documented, and integrated REST API endpoints using Golang, and Swagger.
- Prepared web pages with Angular, redesigned components, and wrote end-to-end tests in Cypress for the front end.
- Wrote CI/CD configurations, Makefile scripts, and automated testing, building, and deployment of the codebase.

UNIVERSITY PROJECTS

Web-based IDE application

Sep 2022 – Jun 2023

- Designed and developed an online IDE app for students' exams and assignments as a Final Project in our department with 4 teammates.
- Used React.js, Django, Django Rest Framework, and PostgreSQL for web app, Swagger for API documentation, and Docker for scalability and deployment. Deployed the project and conducted necessary tests.

Compiler Design

Sep 2022 – Jan 2023

- Designed and produced a compiler for a new language from formal specification.
- Used lex, yacc tool; wrote semantic checker for front end, three address code syntax for intermediate representation; compiler was emitting RISC-V assembly. Included architecture-independent and architecture-dependent optimizations, too.

Machine Learning and Data Mining Projects

Oct 2021 – Jun 2022

- Wrote some classification, clustering, and decision tree algorithms from scratch and some using PyTorch, Tensorflow as well as NumPy, Pandas, and Scikit-learn.

Ray Tracing Algorithm and Graphics Application

Oct 2021 – Feb 2022

- Implemented ray tracing algorithm from scratch using only standard C++ library. Used git as VCS in the team, and gdb for debugging and optimizations.
- Wrote graphics app with OpenGL, and programmed GPU with shading language. Refactored and cleaned the codebase.

SIDE PROJECTS

Full Stack Web Applications

- Writing responsive web apps using MongoDB, Express.js, React.js, and Node.js stack. Handling app's state with Redux Toolkit. Learning SWR, Material UI and GraphQL.

SKILLS

Technical Skills: Advanced in SQL, Python, C/C++, Algorithms, Data Structures, Object-Oriented Programming, Proficient in Java, Golang, C#, Networking

Languages: Fluent in English; Native in Turkish and Azerbaijani; Beginner in German, Russian

CERTIFICATIONS

Certifications & Training: SAT, TOEFL

Awards: Math Olympiad Bronze Medal in high school(2016); Full scholarship as a foreign student with a monthly stipend at university