Ata Güneş

Nationality: Turkish **Date of birth:** 18/08/2002 **Gender:** Male

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Github: https://github.com/AtaGn

ABOUT ME

Final-year Electrical and Electronics Engineering student at Izmir Democracy University with a focus on Embedded Systems, Data Science, and Machine Learning. Proficient in programming languages including C/C++, Python, and MATLAB, with additional hands-on experience in embedded machine learning applications.
I successfully completed the Artificial Intelligence Specialization Program organized by the Republic of Türkiye Ministry of Industry and Technology and graduated. I completed my summer internship at TÜBİTAK BİLGEM - BTE Unit (B3Lab), where I worked on Machine Learning development and data science projects.

WORK EXPERIENCE

Intern

TÜBİTAK BİLGEM - BTE Unit, B3Lab [02/09/2024 – 27/09/2024]

City: Kocaeli | **Country:** Türkiye

- Actively participated in real, ongoing projects focusing on artificial intelligence development and data science.
- Worked on data processing, model training, and performance evaluation in the field of data science.
- Gained hands-on experience in embedded machine learning applications.
- Conducted data analysis and visualization using Python.
- Engaged in dataset preparation, feature engineering, and other data-related tasks.

Reference:
Fatma Canan Pembe Muhtaroglu
Senior Chief Expert Researcher

Email: canan.pembe@tubitak.gov.tr

EDUCATION AND TRAINING

Electric and Electronic Engineering (English)

Izmir Democracy University Faculty of Engineering [06/09/2021 – Current]

City: İzmir | **Country:** Türkiye | **Final grade:** 2,79

- Embedded systems
- C/C++
- Python
- Data Science
- Computer Vision
- Neural Network and Deep Learning
- Machine Learning

Artificial Intelligence Specialization Program (Yapay Zeka Uzmanlık Programı)

T.C. Sanayi ve Teknoloji Bakanlığı | Republic Of Türkiye Ministry of Industry and Technology [01/2024 – 08/2024]

Link: https://drdogrulama.sanayi.gov.tr/tr/verify/63285319066405

I am happy to share that I am one of the first 500 people to qualify to participate in the Artificial Intelligence Specialization Program organized by the T.C. Sanayi ve Teknoloji Bakanlığı | Republic Of Türkiye Ministry of Industry and Technology! Within the scope of this special program, I gain knowledge and experience from leading companies such as Huawei, Arçelik Global, Baykar Technologies, Cezeri Yapay Zeka Robotik Teknolojileri, TÜBİTAK BİLGEM, HAVELSAN.

- Fundamentals of Artificial Intelligence and Machine Learning
- Supervised and Unsupervised Learning Techniques
- Deep Learning Architectures (CNNs, RNNs, LSTMs)
- Data Preprocessing, Feature Engineering, and Data Augmentation
- Model Evaluation and Performance Metrics
- Natural Language Processing (NLP) Techniques
- Computer Vision Applications
- Python Programming for AI and Data Science
- Implementation of Machine Learning Algorithms in Real-world Scenarios
- Introduction to Embedded Machine Learning
- Hands-on Projects and Case Studies in AI Development
- AI Model Deployment and Optimization

Game and Application Academy (Unity Bootcamp Winner)

[04/12/2022 – 08/2023]

Website: https://oyunveuygulamaakademisi.com/

I am proud to have emerged as the winner of the Unity Bootcamp Competition, a prestigious event organized exclusively for scholarship students from across Turkey.

LANGUAGE SKILLS

Mother tongue(s): Turkish

Other language(s):

English

LISTENING C1 **READING** C1 **WRITING** B2

SPOKEN PRODUCTION B2 **SPOKEN INTERACTION** B2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

DIGITAL SKILLS

Decision-making / Team-work oriented / Organizational and planning skills / LinkedIn / Google Drive / Microsoft Apps

Programming Language

MATLAB / Python / C++/C#/C / Flutter / Unity - amateur

DRIVING LICENCE

Driving Licence: B

PROJECTS

[06/2024]

LinkedIn Job Postings Analysis Project

Description:

Conducted a comprehensive analysis of over 124,000 job postings on LinkedIn from 2023 and 2024. The project involved exploring various aspects of job listings, company information, and employment dynamics to provide insights into the labor market trends and patterns.

Tools and Methods Used:

- **Programming Language:** Python
- **Data Analysis and Manipulation:** Pandas, NumPy
- **Data Visualization:** Matplotlib, Seaborn
- **Machine Learning:** Scikit-learn
- **Natural Language Processing (NLP):** NLTK, SpaCy
- **Data Sources:** Job postings dataset from LinkedIn
- **Modeling and Prediction:** Regression analysis, Clustering analysis
- **Data Cleaning and Preparation:** Handling missing data, data normalization and standardization
- **Project Management and Documentation:** Jupyter Notebook, Google Colab

Link: https://github.com/AtaGn/MTA-YZUP-LinkedIn-Job-Postings-Project

[02/2024]

Breast Cancer Diagnosis with Machine Learning

This project is an interactive web application built with Streamlit, designed to diagnose breast cancer using various machine learning models. It utilizes the Python libraries pandas for data manipulation, seaborn and matplotlib for data visualization, and scikit-learn for machine learning. The application guides the user through several steps: data loading, preprocessing, model selection, training, and analysis.

Features

- **Interactive Web UI**: Built using Streamlit, allowing for easy navigation and operation.
- **Data Preprocessing**: Cleans the dataset by removing unnecessary columns and encoding categorical data.
- **Visualization**: Generates correlation heatmaps and scatter plots to visualize the data.
- **Model Selection**: Offers a choice between KNN, SVM, and Naive Bayes classifiers.
- **Model Training**: Includes parameter tuning with GridSearchCV for KNN and SVM models.
- **Model Analysis**: Displays the model's accuracy, precision, recall, F1-score, and a confusion matrix to evaluate performance.

Link: https://github.com/AtaGn/MTA_YZUP_Breast-_Cancer_Wisconsin_Diagnostic

[01/2024]

Faction Clothing Machine Learning Project

Description:

Developed a machine learning model to recommend fashion outfits based on image processing techniques. The project involved building a recommendation system that suggests similar clothing items from a dataset, considering factors such as color, style, and season. Implemented deep learning and computer vision techniques to extract features and compute similarity between fashion products.

Tools and Methods Used:

- **Programming Language:** Python
- **Data Processing & Analysis:** Pandas, NumPy
- **Data Visualization:** Matplotlib, Seaborn
- **Machine Learning & Deep Learning:** TensorFlow, Keras, Scikit-learn
- **Feature Extraction:** Pre-trained ResNet model
- **Similarity Measurement:** Euclidean distance calculation
- **Project Development:** Google Colab, GitHub

Key Contributions:

- Processed and analyzed a diverse clothing dataset
- Implemented deep learning-based feature extraction using ResNet
- Developed a recommendation engine based on Euclidean distance
- Built a user-friendly system for personalized outfit recommendations

Link: https://github.com/AtaGn/Faction-Clothing-Machine-Learning-Project

[27/12/2022 – 12/01/2023]

Machine Learning Logistic Regression

We examined the success rates of students with alcohol problems in mathematics with logistic regression.

Link: https://colab.research.google.com/drive/15oZgXBLPB4g3AAeevxvO9LqavH0ejVd3?authuser=1

Nonogram Game With Python

I made the random map generating nonogram game from scratch, only with python.

Link: https://github.com/AtaGn/Projects/tree/main/Nonogram_Project

[05/05/2023 – 15/05/2023]

Image Classification Model (CNN, PyTorch)

Model try identify the 10 different apparels. With PyTorch we on this CNN image classification model.

[01/02/2022 – 25/02/2022]

Human Activity Recognition Simulink Model for Smartphone Deployment

This project shows how to prepare a Simulink model that classifies human activity based on smartphone sensor signals for code generation and smartphone deployment.

MANAGEMENT AND LEADERSHIP SKILLS

GDSC Core Team Member

I am a google developer student club core team member of my own school. You can view our events from the link. Example of one of them.

I'm also in Hackathon organization team.

I attended the event at Flutter Compose Camp as a teacher with other core team members.

Link: https://gdsc.community.dev/izmir-democracy-university/

IDU E-Spor

I am among the executive members of the e-sports club.

HOBBIES AND INTERESTS

Playing Guitar and Singing

I've been playing since 2017

Link: https://youtu.be/LeNARIzCPlg

Playing Games

Games like board games and computer games. Such as Dungeons and Dragons or Witcher.

Folk Dances