Berkay Orhan

- 🌐 Nationality: Swedish
- 👪 2002
- 📍 Norrköping, Sweden

- ☛ Program: M.Sc Media Technology and Engineering
- 💬 Languages: *Swedish* Native, *Turkish* Native, *English* Advanced.

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- ⊕ berkay.live

Projects

AniMatch - Recommender System
Machine Learning Project · Linköping University
Created and deployed a personalized anime recommendation system using BERT embeddings. Features included interactive genre filtering, detailed anime pages, and tailored recommendations to enhance user experience.

RSA Messenger
Networking and Security Project · Linköping University
Created a secure real-time messaging application with end-to-end RSA encryption. Features included real-time communication, user authentication, offline message storage, and a responsive web interface.

LiveNotes
Web Development Project · Linköping University
Developed a collaborative document editing platform inspired by Google Docs. Features included real-time editing, user authentication, profile customization, and live presence indicators.

Interactive Solar System Simulation
Modeling Project · Linköping University
Created an interactive solar system simulation using Euler's approximation, with keyframe animations and a custom Blender UI. Enabled users to design and visualize their own planetary systems while simulating realistic orbits.

albyradet.se
Non-profit website · Personal
Designed and developed a fully functional website for a non-profit organization, improving user engagement.

medieteknik.nu
Official website for Medieteknik LIU · Linköping University
Collaborated with a team to create and maintain the official program website for Medieteknik program in Linköping University.

Technical Skills

Prog. Languages:	Python, C++, JavaScript, TypeScript
Machine Learning:	Deep Learning, Neural Networks, Data Mining, BERT, Hugging Face, TensorFlow, Keras, Scikit-learn, Statistical Modeling.
Data Structures:	Graph algorithms, complexity analysis, dynamic programming, tree traversal, sorting and searching techniques.
Web Development:	React, Node.js, Next.js, Tailwind CSS, REST APIs
Databases:	MongoDB Atlas, Firebase, Supabase
Cloud Platforms:	Vercel, Firebase, Supabase
Signal Processing:	Fourier analysis, transform theory
Control Systems:	Automatic control, simulations (e.g. MATLAB/Simulink)
Data Visualization:	Matplotlib, Seaborn, D3.js

Experience

Summer 2023 2024
Part-time Employee
LIDL · Stockholm
Performed various tasks including stocking shelves, assisting customers, operating the cash register, and maintaining cleanliness in the store.

Degrees

2021–2026 (Ongoing)
Master of Science in Media Technology & Engineering
Linköping University
Specializing in Machine Learning and Web Development during the master's phase.

2019–2021
Naturvetenskapsprogrammet
Huddinge Gymnasium

2018–2019
Naturvetenskapsprogrammet
Tumba Gymnasium