



Berkay Orhan

🌐 Nationality: Swedish
🏠 2002
📍 Norrköping, Sweden

🎓 Program: M.Sc Data Technology and Engineering

🗣️ Languages: *Swedish* Native, *Turkish* Native, *English* Advanced.

☎ 072-321-0958
@ berkayorhan@hotmail.se

📍 Luntgatan 60219, Norrköping

in linkedin.com/in/berkay-orhan-b71256204
github.com/Berkay2002
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 Data 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