Can KADILAR

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Vancouver, BC - Canadian citizen, Open to relocating - TN-eligible for U.S.

Summary:

Mechatronics/Mechanical engineer (M.Sc., GPA 3.71) who designs, builds, and commissions robotic & automated systems end-to-end: mechanical design (SolidWorks, Fusion 360), embedded/firmware (ESP32/PIC, C++/Python), and sensors/motion (I^2C/SPI, basic PLC/S7-200). Delivered an EMG-controlled prosthetic hand and an optimization framework for a spraying drone. Seeking mechatronics/robotics roles in Canada or the U.S.

Work Experience:

Engineering Internships – 4 months

EMelec

• Optimized operation of 30+ control panels, securing 99% uptime, documented workflow schematics for electric connection panels assembly line.

KepKep

• Inspected 1000+ CNC machined parts, executed post processing checks that reduced scrap and defect rates by 90%.

Education:

Marmara University - Istanbul / Turkey - Mechatronics Engineer, M.Sc (3.71 GPA) Graduated in 2025 (WES-verified)

Thesis:	Multi-Pattern EMG-Controlled Prosthetic Hand ([bit.ly/3GERnJl])
Paper:	Dynamic Time Warping Control ([bit.ly/40YxPqB])

Istanbul Altınbas University - Istanbul / Turkey - Mechatronics Science, B.Sc - Graduated in 2022 (WES-verified)

Thesis:	Spraying Drone Design and Optimization ([bit.ly/4IVl0X3])
Sensor Fatigue &	Analyzed gyroscope sensor fatigue across mobile
Hydraulic Arm :	platforms and prototyped a hydraulically actuated prosthetic arm

Skills:

- Programming:	Python, C++, MATLAB,
- Embedded Systems:	ESP32, PIC microcontrollers, I2C, SPI
- CAD & Analysis:	SolidWorks, Fusion 360, Siemens NX, OnShape (intro)
- Robotics & Controls:	Circuit design, S7-200 PLCs, pneumatic/hydraulic systems, Linux/ROS (intro)
- Tools & Platforms:	Unreal Engine 5, Godot, Git/GitHub, Photoshop
- Language:	Turkish, English, Japanese(Intermediate)

Achievements:

Robotics Competition:	6th place solo entry. 1st place as part of a high school team out of 50+ competitors.
University Robotics Club President :	Lead the university at events, showcasing 5+ projects to 100+ attendees. Spearheaded 20+ participant educational workshops enhancing technical skills across campus.

Hobbies/Personal Interests:

• *Martial arts instructor assistant (Wing Tsun): led weekly sessions over a year.*
• *Game development: engineered prototypes in Unreal Engine 5 and Godot.*
• *Digital content creation & AI tools (DaVinci Resolve, OBS, ChatGPT).*
• *Developed Python based API, AI storywriter over a year (OpenAI, Claude, Mistral, DeepSeek).*
• *Fine tuned Carl Jung inspired pyschology based AI using MistralAI with 3m+ tokens.*
• *Passionate medical-research enthusiast 2+ years focus in nutrition science.*