Doguhan İlter

Developer

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Summary

A developer with an extensive three-year tenure, excelling in the nuanced craft of designing and developing websites while also crafting bespoke machine-learning models for targeted tasks.

Education

Associate Degree - Computer Programming

Gedik University

Jan, 2023 - Jun, 2025

High School - Computer Technologies

Küçükyalı Vocational and Technical High School

Jan, 2017 - Jun, 2021

Technical Skills

JavaScript, Python, MongoDB, CSS & HTML5, PostgreSQL, Figma, User Interface, Tailwind CSS, React, Chakra UI, NodeJS & ExpressJS, Git, CI/CD

Soft Skills

Collaboration, Problem-solving, Time management, Result-oriented

Additional Skills

Writing well documentation, Research

Languages

English, Turkish

Certifications

- Machine Learning - SkillUp
- Python for Data Visualization: Matplotlib & Seaborn - Coursera
- AI For Everybody I & II - Bilgeİş

Work Experience

Alberk QA Academy

Software Intern

Jan, 2021 - Nov, 2021

Alberk QA Academy is a control and certification company that offers several certificates for talented people.

- Archived several files in Excel.
- Documents of people who wanted to get a certificate were checked.
- Interviews were held on behalf of people who passed the exam.

Projects

Hotel Book

Dec, 2023 - Dec, 2023

https://github.com/Doguhannilt/Hypatia

The "LunaHotel" project is a full-stack web application built using the MERN stack, which stands for MongoDB, Express.js, React, and Node.js.

- Provide users with a user-friendly platform to browse, book, and manage hotel reservations.
- Enable users to easily find suitable accommodations for vacations or business trips and make secure bookings.
- Utilized Tailwind CSS and Chakra UI for the design and employed Figma for the overall design process.
- Employed Redux to efficiently manage the application's state, ensuring a centralized and predictable data flow.
- Implemented a RESTful API to establish seamless communication between the front end and backend. This enhances interoperability and promotes a clear and standardized approach to data exchange.
- Curated comprehensive and well-organized documentation on GitHub, detailing the project's structure, setup instructions, and API endpoints.

Luna Media

Jan, 2024 - Jan, 2024

https://github.com/Doguhannilt/Luna-Media

Luna Media is a MERN (MongoDB, Express.js, React, Node.js) full-stack project inspired by Threads.Net.

- In the project's development, I employed Tailwind CSS and Chakra UI for design and utilized Figma for the overall design process.
- Employing Redux, I efficiently managed the application's state, ensuring a centralized and predictable data flow.
- To establish seamless communication between the frontend and backend, I implemented a RESTful API. This design choice enhances interoperability and promotes a clear and standardized approach to data exchange.
- I curated a comprehensive and well-organized documentation on GitHub, detailing the project's structure, setup instructions, and API endpoints.

Planets Project

Oct, 2023 - Oct, 2023

https://github.com/Doguhannilt/Planets-demo

The 'Planets' system employs machine learning to analyze specific parameters in astronomical data, detecting potential exoplanets. Its success enhances our understanding of celestial bodies beyond our solar system, contributing to the expansion of as

- Random Forest Classifier used with 1000 rows and 9 columns.
- Cosine Similarity is used for the dataset given by the NASA Exoplanet Archive
- Streamlist for displaying UI
- The most accurate rate is 56%

Penguin Classification Project

Sep, 2023 - Sep, 2003

https://github.com/Doguhannilt/Penguin-Prediction

This project focuses on classifying the types of penguins using machine learning. With the help of Streamlit, users can interact with the web application to get their own results.

- Employed numpy for efficient numerical computations and array manipulations.
- Used pandas for data manipulation and analysis, including tasks such as data cleaning, filtering, and transformation.
- Leveraged pandas' powerful data structures (DataFrames) to manage and preprocess the dataset, ensuring that the data is in the optimal format for machine learning.
- Performed exploratory data analysis (EDA) to identify patterns, correlations, and insights within the data, which informed the feature engineering process.
- Used the RandomForestClassifier from scikit-learn to build a robust and accurate classification model.
- Conducted comprehensive data analysis, generated detailed observation PDFs, and created animated plots to visualize data trends and model performance using Streamlit, numpy, pandas, pickle, RandomForestClassifier, and a Kaggle dataset, allowing users to change parameters, input data, and upload their own datasets for customized penguin type predictions.