

# Esat Adiloglu

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## EDUCATION

### Stevens Institute of Technology

Hoboken, NJ

Bachelor of Science in Computer Science | GPA: 3.890

Expected May 2026

**Scholarships and Awards:** Edwin A. Stevens, Dean's List: Fall 2023-Spring 2025

**Relevant Coursework:** Cloud Computing, Data Mining, Deep Learning, Agile Methodologies, Software Development, Database Management, Web Programming, Data Structures and Algorithms

## TECHNICAL SKILLS

**Languages:** Java, TypeScript, JavaScript, Python, C, C++, SQL, Bash, HTML, CSS

**Technologies and Frameworks:** Spring Boot, Next.js, React, Angular, Express.js, Node.js, Electron.js, Redux, Recharts, Pandas, Numpy, PostgreSQL, MySQL, MongoDB, Firebase, Redis, Pinecone

**Cloud & Devops:** AWS, GCP, Git, Linux, Docker, Kubernetes, CI/CD

## EXPERIENCE

### Backend Developer

July 2025 - Present

*Mentorly Learn*

*Remote*

- Built backend features of a tutor-student platform by developing **15+** RESTful API endpoints using Java Spring Boot MVC and Spring Data JPA, while extending the MySQL schema with **5** new tables
- Architected a blog feature with posts, comments, pagination, custom filtering, and post status workflows, integrating Google Cloud Storage for scalable, efficient media storage
- Implemented OAuth2.0 authentication with Auth0 and JWT validation using Spring Security with custom filters
- Achieved **92%** coverage of endpoints and DB access by implementing **50+** unit tests using JUnit and Mockito

### Course Assistant

September 2024 - Present

*Stevens Institute of Technology*

*Hoboken, NJ*

- Assisted in two courses with **40+** students each on programming fundamentals (Python) and data structures (Java)
- Hosted weekly office hours and recitations/labs, addressing student questions and providing additional support
- Graded homeworks and labs in a timely manner, giving feedback on incorrect written answers and coding mistakes

### Software Engineer

May 2024 - August 2024

*Unes Meat and Chicken LLC*

*Hackettstown, NJ*

- Designed and developed an inventory management system using Electron.js, React, Redux, and Node.js, enabling a team of **5** to track livestock counts and financial records with improved speed and accuracy
- Streamlined on-demand inventory insights and data-driven decisions by converting **1,000+** Excel records into structured JSON data using SheetJS and integrating with a Recharts dashboard
- Accelerated deployment time by about **60%** by building a CI/CD pipeline using Docker and GitHub Actions
- Improved system usability and user satisfaction by conducting weekly stakeholder meetings to gather feedback

## PROJECTS

### Advanced Turkish Translator | *Next.js, Java, Spring Boot, PostgreSQL, Material-UI* July 2025 - August 2025

- Developed an English-Turkish translator with Next.js and Material-UI, offering both full-sentence and word-level meaning with flashcard feature and spaced repetition algorithm to enhance vocabulary retention
- Integrated DeepL and Zemberek NLP into the Spring Boot backend for detailed sentence and word analysis
- Improved flashcard response time by **27%** by implementing Redis caching and optimizing PostgreSQL queries

### RateTheThemePark | *HTML, CSS, JavaScript, Express, jQuery, Handlebars* September 2024 - December 2024

- Engineered a full-stack web application allowing users to rate and comment on theme parks, rides, and food stalls
- Built an auth system with encrypted password storage in MongoDB and XSS-protected RESTful API endpoints
- Developed a responsive frontend using Handlebars and jQuery with client-side validation and real-time updates

### Rate My Professor Chatbot | *Next.js, Gemini, Python, Pinecone, LangChain, Ollama, Material-UI* August 2024

- Built an AI-powered chatbot delivering professor reviews and ratings through a user-friendly, interactive interface
- Implemented a RAG-powered backend API using LangChain, Ollama, and Pinecone vector database to efficiently store and retrieve professor-related data, producing accurate, contextually relevant responses to user queries

### Minishell | C

March 2024 - April 2024

- Developed a lightweight Linux shell in C with core commands and a custom lp command to list active processes