

GÖKHAN CEYLAN

Applied Computer Science & Artificial Intelligence – B.Sc. Student

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📍 Rome, Italy

PROFILE

I don't have all the answers. I focus on spotting what's broken, asking sharp questions, and building something small to see if it helps. I move fast, learn fast, and adapt as things shift.

EDUCATION

B.Sc. Applied Computer Science & AI

Sapienza University of Rome

📅 2023–Present

📍 Rome, Italy

- GPA: 26.5 / 30

High School Diploma (Science & Mathematics)

Dolapoğlu Anatolian High School

📍 Turkey

- Ranked 3,783 out of 2.38M in Türkiye's national university entrance exam

EXPERIENCE

Rapid App Prototyper

Independent Projects

📅 2022–2025

- Developed 20+ prototypes in international hackathons across GameFi, Web3, Ecosystem, and AI tracks.

Freelance Web Developer

Bionluk

📅 2021–2022

- Built multilingual front-end websites for SMEs.

Intern

QNB Finansbank

📅 2022

- Supported internal documentation for enterprise systems.

Director

Ar-Ge Student Community

📅 2019–2020

- Led tech initiatives and R&D student projects.

SELECTED PROJECTS

Somnia Arcade - On-chain arcade with live participation. *JS, Web3 SDKs*

SeiKit - Voice-based UX feedback capture. *Vite, Web Audio API*

Codexa - Structured editor for academic docs. *Vue, PDFMake*

AWARDS

TRON Grand Hackathon (S3–S7):

NatureForetold (×2), MetaVote, MusiCoinCity (×2), AurorAqua, DreamVerser, Triton, QuestArcade, TronPixels, IdleTron

Other Awards:

Intertech Metaverse Hackathon – Winner
HSBC Engagement Challenge – 2nd Place (National)

Arçelik Innovation – 3rd Place

Hack4MMO – 2nd Place

KFC Ideathon – 2nd Place

Malware Arena – 3rd Place

SKILLS

Full-Stack Development

Blockchain App Development

Smart Contracts

REST APIs

Node.js

UI/UX Design

Rapid Prototyping

GitHub Collaboration

LANGUAGES

Turkish (Native)



English (Advanced)



ERASMUS+

Active participant in EU youth programs across **Lithuania, Italy, France, Romania, Poland, Norway**.

Topics: inclusion, civic tech, sports, environmental awareness.

VOLUNTEERING

TEMA – Climate + sustainability outreach (2022-ongoing)

Youth Eurasia – Intl. youth development (2022–2023)

BEST Ankara – University tech community (2021)

INTERESTS

Gamification in real systems, HCI, behavior-focused UX, LLM-powered interfaces, civic tools, small AI experiments in daily workflows