

Şadi Göktuğ DEVECİ

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Summary

Computer Engineer with a strong foundation in AI, machine learning, computer vision, computer networks, embedded systems, and both software and hardware development. Studied at Fenerbahce University, with hands-on project experience and a focus on practical application. Ready to contribute practical skills to impactful engineering projects.

Projects

- **AI-Based Exoplanet Classification System (Neural Network Developer)** – Achieved 2nd place in the NASA Space Apps 2025. Developed & trained deep learning model on NASA TESS data, classifying objects into Confirmed Planets (CP), Planet Candidates (PC), or False Positives (FP).
- **Real-Time Face Detection and Recognition Using YOLO and FaceNet** – Developed an algorithm detecting and recognizing human faces from live video feed.
- **Sheep Counting Deep Learning Model** – Developed a 3D CNN model to estimate sheep counts from video.
- **Quantum Showdown** – Developed a 2D arcade-like game for Qjam2024.

Experience

Digital Design Intern, AvionChip Inc.

2023 Jul – Aug

Designed and verified digital circuits in Verilog, synthesized and simulated FPGA logic on Xilinx Vivado.

Education

B.Sc. Computer Engineering, Fenerbahce University

2021 – 2025

GPA: 2.75

Certifications

- 2025 Oct NASA Space Apps – Participation Certificate
- 2024 Feb QClass23/24 – QCourses 501-1 Certificate, QJam2024 Certificate
- 2024 Jun QClass23/24 – Self-Study TQC Certificate, QCourse 104-1 Certificate
- 2023 Nov Fenerbahce University – R&D and Innovation Summit Participation Certificate

Skills

Skills: Python, TensorFlow/Keras, PyTorch, OpenCV, NumPy, Pandas, C/C++, MATLAB, Scikit-learn, Matplotlib, Verilog/SystemVerilog.

Tools & Platforms: Git, Linux, Jupyter, VS Code, PyCharm, Anaconda, Godot, Vivado

Languages: Turkish (native), English (proficient), German (beginner).

References available upon request.