Turan Mert Duran
Software Engineer

Excellent logical, analytical and computational skills. Strong motivational and leadership skills. Ability to work under pressure. Ability to work individual as well as in team.

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EDUCATION

Computer Science / Bachelor's Degree
Bilkent University
09/2018 - 05/2022   *Ankara, Turkey*

WORK EXPERIENCE

Software Engineer, Part-Time Working Student
Vakıfbank Electronic Information and Operation Systems
03/2022 - Present   *Remote*

Software Engineer, Internship
Sebit Information & Education Technologies Inc
06/2021 - 08/2021   *Ankara, Turkey*
Achievements/Tasks
- Designed an information storing system by using blockchain structure that has capability of working on multiple servers.
- Developed a cryptocurrency in Solidity language.
- Client side of blockchain application is developed by using Spring Framework.
- Used Technologies: Java Spring, Solidity, Blockchain, Swagger, MongoDB, H2 DB, Multithreaded Programming, Java Sockets, Thymeleaf

Software Engineer, Internship
Vakıfbank Electronic Information and Operation Systems
07/2020 - 08/2020   *Istanbul, Turkey*
Achievements/Tasks
- Experienced how a bank's information and operation systems work.
- Developed a mobile application on Unity by using Vuforia AR.
- Used Technologies: Vuforia AR, Unity, C#

VOLUNTEER EXPERIENCES

"Don't Leave Anyone Behind" Hackathon (05/2021 - 06/2021)
Mentor & Jury (Unity Game Development)

Social Awareness Projects (TDPBilkent) (09/2018 - 02/2019)
Social Services, Volunteer

Bilkent Management & Economics Community (09/2016 - 05/2017)
Member

ABILITIES & COMPETENCIES

`Java` `C++` `C#` `Python` `SQL` `JavaScript`
`Java Spring` `Blockchain Structures` `Unity` `Git`
`MongoDB` `Selenium` `Azure DevOps` `Vuforia AR`

PERSONAL PROJECTS

GoodBuy (09/2021 - 05/2022)
- Augmented reality application developed by using Vuforia AR and Unity. Shopping application for recognizing products and filtering them based on users' objectives.
- Used Technologies: C#, Unity, VuforiaAR, Python, Selenium, Google Firebase
- Link: https://www.youtube.com/watch?v=wbkQhDi-dpI

HaxBall Bot Software Developer (05/2018 - Present)
- Developing smart bots for Web based game by using JavaScript.
- By using Google Cloud servers, providing 7/24 open rooms to users.
- Used Technologies: Google Cloud Platform, JavaScript, Chrome LocalStorage

Handwritten Letter Recognizer (10/2021 - 01/2022)
- Creating different methods, recognizing handwritten letters with %85 accuracy.
- Used Technologies: Google CoLab, Python, PyTorch, Google Images API

Average Image Filtering and Differencer (08/2021 - 09/2021)
- M point averaging images with and without C values and differencer.
- Used Technologies: MATLAB

DatAnimal (02/2021 - 04/2021)
- Zoos' information management system web application designed for visitors, zoo managers and facility workers.
- Used Technologies: PHP, HTML, CSS, JS, InnoDB

Monopoly Game Remastered (09/2020 - 12/2020)
- Developed a new kind of Monopoly game with 5 different features.
- Used Technologies: Java, Java FX and Swing

Internship Application Website for Students (09/2020 - 12/2020)
- Developed a website for students and companies to match students with nice internship opportunities.
- Used Technologies: PHP, Java, JDBC, MariaDB

Block Settler, 2run Co. (07/2020 - 08/2020)
- Developed a 3D Unity Game called "Block Settler" and published on Google Play.
- Used Technologies: C#, Unity, Google Play Developer API
- Link: ("https://play.google.com/store/apps/details?id=com.TmdCompany.BlockSettler").

Health Appointment System (02/2019 - 06/2019)
- Java desktop application that facilitates the work of doctors' secretaries, pharmacists and patients. An online hospital information management system application.
- Used Technologies: Java, MySQL, JDBC

LANGUAGES

English (IELTS 6.5 - 2018)   Turkish
Full Professional Proficiency   *Native or Bilingual Proficiency*