KELAMİ BATUHAN BÖLÜKBAŞI
Computer Engineering Student | Full-Stack AI & RAG

PROFESSİONAL SUMMARY

Full-Stack AI Engineer candidate with hands-on experience in building production-ready applications using modern web technologies and AI-driven systems. Focused on Retrieval-Augmented Generation (RAG), LLM-based workflows, and intelligent agent architectures. Experienced in designing end-to-end solutions across frontend, backend, databases, and AI layers, with a strong emphasis on clean architecture, scalability, and testing.

CONTACT

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EXPERIENCE

Anadolu Agency - Internship
2026 January - 2026 February

- Engineered a full-stack News Management System using React 19, TypeScript, and Vite, automating the entire editorial workflow.
- Secured sensitive data by implementing Role-Based Access Control (RBAC) and PostgreSQL Row Level Security (RLS) policies.
- Architected a scalable Serverless backend with Supabase (BaaS), optimizing performance and real-time data synchronization.
- Developed an interactive Dashboard integrating Recharts and a custom Rich Text Editor, significantly enhancing user efficiency.

Secure Computer - Internship
2025 March - 2025 August

- Engineered a full-stack media management system using React, TypeScript, Node.js, Express.js, and MongoDB, following a clean 3-layer architecture.
- Designed RESTful APIs, database models, and secure file upload workflows with Multer.
- Applied modern React patterns (hooks, Context API, modular architecture) to build scalable and maintainable UI components.
- Implemented unit, integration, and E2E tests using Jest and Playwright, achieving 80%+ test coverage.

SKILLS

Languages: Turkish (Native), English (B2)

AI & LLM: Systems: Retrieval-Augmented Generation (RAG), LLM-based Systems, AI Agents, Prompt Engineering, Semantic Search, Vector Embeddings, LangGraph, LangChain

Frontend: React, Next.js, TypeScript, JavaScript, Tailwind CSS, Material UI, HTML5, CSS3

Backend: Node.js, Express.js, Python, C#, Java, Kotlin, C, RESTful API Design, Server-Side Architecture

Databases & Storage: PostgreSQL, MongoDB, Supabase, Firebase / Firestore, SQLite

Soft Skills: Problem Solving, Analytical Thinking, Team Collaboration, Ownership & Accountability, Time Management, Adaptability, Communication

EDUCATION

Gazi University | Computer Engineering
2024 – 2027 (Expected)

- GPA: 3.40 / 4.00
- Member of Gazi ACM Game Development R&D Team
- Transferred from Ankara Medipol University

Ankara Medipol University | Computer Engineering
2022 – 2024 (Full Scholarship)

- GPA: 3.69 / 4.00
- Founder & President, Medipol E-Sports Club
- Board Member, Extreme Sports Club
- Transferred to Gazi University

PROJECTS

RAG & Next.js - AI Customer Support Assistant
- A RAG-based intelligent customer support system engineered for high-accuracy query resolution. Leveraging OpenAI text-embedding-3-small for vectorization and pgvector for semantic search with hybrid routing (keyword + vector). Integrates GPT-4o for real-time sentiment analysis, priority classification, and automated reply generation. Built on Next.js App Router and TypeScript, featuring WebSocket notifications, Supabase Auth, cost-aware token optimization, and streaming responses.

AI – Personal Decision Council
- Personal Decision Council is a multi-agent AI decision-making system built with LangGraph and LangChain, where 8 specialized AI agents collaboratively negotiate in real time using Server-Sent Events (SSE) to reach a democratic consensus. The system integrates LLM orchestration, role-based reasoning, and a voting mechanism, delivering an end-to-end full-stack AI application with a scalable and modular architecture.

Python - HandMouse (Image Process)
- Hand Mouse Controller is a Python-based application that turns any webcam into a hand-gesture-controlled interface for mouse, media, volume, and real-time speech-to-text. Using MediaPipe, OpenCV, and CustomTkinter, it features precise gesture recognition, performance optimizations, and a modular architecture with standalone EXE deployment.

.NET 9.0 & JavaScript - Sorting Visualizer
- An interactive algorithm analysis platform designed for real-time visualization and performance comparison. Features simultaneous execution of 8 sorting algorithms, step-by-step state tracking, and custom data import via Excel/CSV. Built using a .NET 9.0 (ASP.NET Core) backend and Vanilla JS frontend, implementing Strategy and Observer design patterns within a modular RESTful architecture.

Full Stack - Collectify
- FullStack Media Collection Manager is a modern full-stack web app for managing and analyzing collections of books, movies, and games. It features a clean UI, interactive dashboards, image upload support, and a scalable RESTful backend.

Kotlin- PythonIn20Days
- Python in 20 Days is an educational Android app that teaches Python fundamentals through interactive and gamified lessons. Guided by a mascot, users progress through 20 bilingual lessons with quizzes, progress tracking, and a modern Jetpack Compose UI. I built the app using MVVM, Clean Architecture, and persistent storage for user progress and settings.

Unity - PaperTale (2nd Place Winner)
- Paper Tale is a 2D puzzle-adventure game developed in Unity for the PURA GameJam, winning 2nd place. It follows a father's journey through magical storybook worlds, featuring story-driven progression and puzzle mechanics. I handled game, level, and narrative design within a fast-paced team environment.

Full Stack - Project Management Panel
- A modern project management web app with real-time updates, visual dashboards, and full CRUD workflows. Built with React, Material-UI, React Query, and Recharts, backed by Node.js and MongoDB. Supports project tracking across stages with sorting, filtering, responsive design, and data visualization.

For more projects, check out my:

kbatuhan.me   github/KBatuhanB