

## AWARDS

**AT&T Bug Bounty Top 10**

*Critical Bug Award  
August 2017*

**Dean's List**

*Florida International University  
Aug. 2017 - May 2019*

## SKILLS

**PROGRAMING LANGUAGES**

JavaScript  
Java  
Python  
Swift

**FRAMEWORKS &  
TECHNOLOGIES**

ReactJS  
NodeJS  
Linux  
Xcode (IOS)  
Git

**LANGUAGES**

English (Fluent)  
Turkish (Fluent)

## EDUCATION

**Drexel University**

*Major: Software Engineering - Honors College  
GPA: 4.00*

Sept. 2019 - May 2021

**Florida International University**

*Major: Computer Science  
GPA: 3.93*

Aug. 2017 - May 2019

## PROJECTS

**Twitch AutoTourney - Automated Video Game Tournaments**

- Developed an automated video game tournament system that handled over 3,000 players
- Integrated Twitch's API to verify user eligibility and relay information regarding game status
- Used NodeJS to collect player information from Twitch and generate teams of equal skill level by utilizing a swap focused algorithm

October  
2018**SolWeather - Personalized Weather Notifications**

- Led a team of 5 students to design and develop a personalized weather web app
- Utilized ReactJS for front-end, and NodeJS and Firebase for back-end server
- Kept users updated with weather notifications through text depending on their schedule of events for the day

October  
2019**HS StarLeague TourneyPlus - Administrator Helper Tool**

- Singlehandedly developed and deployed an admin helper tool for an online tournament organizer with over 2,500 users
- Utilized NodeJS to establish a communications platform and log match history to reduce administrator overhead by over 95%
- Used game APIs / ProtocolBuffers to verify and log game results of past games

July  
2016**Karavil.me - Project Portfolio Website**

- Designed and developed a portfolio website with GatsbyJS (built on ReactJS)
- Used JSX and Sass (SCSS) technologies to customize and build the website

December  
2019**SpotifyMax - Discover Weekly Playlist Archiver**

- Automatically stored weekly playlists to an archive playlist created for each user
- Deployed a ReactJS front-end for user authorization, and a NodeJS back-end to interact with Spotify's API
- Currently in the process of expanding this application to work with Apple Music playlists

November  
2019**CryptoBot - Cryptocurrency Price & News Alerts**

- Implemented a cryptocurrency bot to multiple Discord servers
- Relied on NodeJS to fetch current prices and news regarding top 10 cryptocurrencies
- Expanded user functionality, after multiple requests, to include alternative cryptocurrencies that were not included in the top 10.

March  
2016**OpenDota NodeJS Module - Web API Wrapper**

- Developed a NodeJS module that simplified interacting with OpenDota's API server
- Documented code to include critical information regarding API calls
- Relied on Request, a NodeJS module, to send HTTP requests to OpenDota

February  
2019

## EMPLOYMENT

**Apex Gaming PCs**

*Software Engineer · Startup · Philadelphia, Pennsylvania*

Sept. 2019 - Current

**HS StarLeague - DOTA Division**

*Software Engineer Intern · Miami, Florida*

July 2016 - May 2017