Ali Yılmaz

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EDUCATION

Sabancı University – B.Sc. in Computer Science and Engineering & Mathematics Minor - Junior Student
GPA: 4.00/4.00 (*2022 September – Expected 2027 June*)
Ranked 323rd Nationwide in the Turkish University Entrance Exam

EXPERIENCE

PURE Undergraduate Assistant: The End of Deep Reading? The Impact of AI-Assisted Reading Tools on University Learners' Academic and Critical Reading Skills (*February-May 2025*)

Conducted research on the effects of AI tools on students at Sabancı University, focusing on their critical reading abilities. Examined how AI influences their analytical and summarization skills, as well as its overall impact on academic reading practices.

Learning Assistant: CS 201 Programming Fundamentals (*February-May 2025*)

Assisted students in understanding and applying the fundamental concepts of C++ programming.

PROJECTS

Regulus: Rogue-Lite Chess Game *(Ongoing Independent Project)*

- Ported core gameplay logic from Godot (GDScript) to Unity (C#), ensuring cleaner, modular architecture.
- Designed and implemented new Unity-based systems, including **round/level progression, upgrade mechanics, and shop features**.
- Improved gameplay by adding advanced mechanics (e.g., fog obstacles, wall spawning, special piece behaviors) and optimizing code for scalability.
- Collaborated with peers via GitHub (branching, version control, merge conflict resolution).

Data Science University Project: Analyzing ATP Tour Tennis Matches *(February-May 2025)*

- Collected and processed historical ATP match statistics from **Kaggle** and the official ATP website.
- Performed **data cleaning, normalization, and feature engineering** (e.g., average aces per service point, break point conversion rate).
- Conducted **exploratory data analysis (EDA)** using statistical methods and visualization to identify performance trends by surface and tournament tier.
- Formulated and tested hypotheses on whether key player attributes remain consistent over time to enable predictive modeling.

SKILLS

C++ - Advanced C++ programming, Object-Oriented Design

Unity – Proficient in 2D game development with C#, strong focus on Object-Oriented Programming

Python - Intermediate level Python programming and basic knowledge of Gurobi Optimizer, OpenCV, and scikit-learn libraries

CERTIFICATES

- **The Ultimate Guide to Game Development with Unity (Official)** (Udemy)
- **Mastering Data Structures & Algorithms using C and C++** (Udemy)
- **Machine Learning and Deep Learning Bootcamp in Python** (Udemy)

LANGUAGES

Turkish (Native)

English (Advanced, IELTS Academic 7.5)