

Mert Özkaya

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Education

- Bilkent University**, BS in Computer Science 2022 – Present
- GPA: 3.18/4.0
 - **Current Class:** 4th Class
 - **Coursework:** Computer Networking, Computer Architecture, Database Design, Natural Language Processing(NLP), Machine Learning
- Bilkent University**, BS in Electrical and Electronics Engineering 2020 – 2022
- GPA: 3.06/4.0
- University Entrance Exam** 2020
- Ranked 3855th among 2.43 million national university entrance exam students.

Experience

- Software Engineer Internship**, Aselsan – Ankara June 2025 – July 2025
- Developed a UART-based communication protocol to simulate a sensor in C++ in Visual Studio.
 - Designed and implemented a CNN-based encoder for sequential image processing, integrating IMU data fusion and optimizing model performance with Optuna.
 - Leveraged Ardupilot and pymavlink to simulate Gazebo interactions, modify GPS coordinates, and validate communication protocols.
- Software Engineer Internship**, Meteksan Savunma Sanayii A.Ş. – Ankara July 2024 – Aug 2024
- Developed a custom chart class in C# with interactive features (zooming, panning, tooltips) and advanced data visualization functionalities, replacing a commercial dependency and optimizing performance.
 - Collaborated with the Testing and Qualifications team to automate testing processes, gaining experience in design patterns, .NET framework, and Visual Studio.
- Software Engineer Internship**, MS Spektral– Ankara July 2025 – Now
- Developing a new Microsoft Service using the Qt framework, gaining experience with cross-platform development and service-oriented architecture.
 - Automated a recurring operational task using Python.
- Coordinator of Computer Society**, IEEE Bilkent Student Branch August 2023 – August 2024
- Organized a Game Development Summit featuring prominent gaming companies in Turkey. Actively contributed to IEEE events, enhancing my teamwork and collaboration skills.
 - Responsible for conducting Java and Python training sessions to assist students in exam preparation as the lead instructor for 5 weeks.
- Trainee**, Google Oyun ve Uygulama Akademisi January 2024 – July 2024
- Selected and completed for a competitive BootCamp for game and application developers, where I received extensive training in various fields (Project Management, Flutter) to broaden my skills.

Projects

- Bilconnect Project** Github
- Developed an Android application to facilitate social connections on the Bilkent University campus, focusing on back-end integration.
- UART Communication Protocol on Basys3** Github
- Implemented the UART protocol on the Basys3 FPGA board using SystemVerilog, enabling communication between multiple Basys3 boards at a baud rate of 115.200.

Skills

Technologies: C++, C, Java, Python, Matlab, C#, SQL, SystemVerilog, .NET, Git/Github, Unity, Pytorch, Android Studio, Firebase, Machine Learning, Deep Learning

Languages: Turkish (Native), English (Proficiency)