
ILHAN Aspiring Software Engineer

BAE

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Projects **Garden Raised Bed Dashboard / Lead Developer**

PRESENT / Language: C++, MySQL

Working on designing an Arduino-based IoT project for a local gardening organization to monitor water levels on community garden raised beds to determine ideal time for drainage.

Currently documenting a Software Requirement Specification (SRS) to conceptualize task schedules and design features.

PixelCiv / Backend Developer

Spring 2019 / Language: Python, JavaScript, Scala

Collaborated in a group of three students to design Massively Multiplayer Online Game (MMO) inspired by strategy video game, Civilization.

Implemented backend server using Scala and Python TCP server to allow cross-platform communications handling real-time interactions. The desktop application runs on Electron Chromium browser engine that can communicate with multiple web applications.

Work **University at Buffalo / Libraries Student Assistant**

Experience August 2022 - PRESENT, Buffalo, New York

Working at university libraries to deliver physical and scanned document resource loans and assist patrons locate resources around the library.

Maintained working knowledge of library ILLiad resource sharing management software to perform massive scale stacks searching.

Republic of Korea Army / Battalion Signaler & Squad Leader

December 2020 - July 2022, Incheon, South Korea

Led a squad of six signallers to coordinate daily tasks as tech support concerning software installations and full formats to battalion office branches.

Performed maintenance and operation of communication radio systems including PRC-999K and PRC-96K during field training.

Education **SUNY University at Buffalo / Bachelor of Science in Computer Science**

Expected May 2024, Buffalo, New York

Member of UB Association for Computing Machinery (ACM) & Experiential Learning Network (ELN).

Strong knowledge of foundational Algorithms and Data Structures and their application to Software Development.