Sumeyye Bilgen

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CAREER FOCUS

Driven Computer Engineering student with hands-on experience in AutoCAD electrical design and programming (C/C++, Python). Contributed to real-world residential projects approved by local authorities. Strong communicator with a practical, team-oriented mindset and a desire to grow through real engineering challenges.

EDUCATION

B.S. Computer Engineering in Virginia Polytechnic Institute & State University (Virginia Tech)
Expected Graduation: May 2027

Higher Secondary Certificate in Celal Toraman Anatolian High School June 2023

SUMMARY OF SKILLS

Languages: Fluent in English and Turkish; beginning level Chinese and Korean

Technical Skills: AutoCAD electrical , C, C++ , Python(intermediate)， Git, MATLAB, Code composer studio

Project Management & Leadership: Strong leadership experience in managing academic and social projects

Communication: Strong written and verbal skills demonstrated through grading, team projects, and student organization leadership.

Problem-Solving: Analytical and critical thinking in resolving complex academic and social issues

PROFESSIONAL EXPERIENCE

Turkish Student Association – Virginia Tech **Sept 2025 - Present**

Event Coordinator

- Assisting in planning and coordinating upcoming cultural and social events for members.
- Collaborating with the executive team to develop ideas for community engagement and event promotion.

ANS Engineering - Didim, Turkey **June 2025 - August 2025**

Intern

- Independently designed 2–3 floor twin villa electrical layouts using AutoCAD, including plans for sockets, switches, and lighting.
- Coordinated directly with local authorities; submitted and received official approval from the municipality for electrical projects.
- Supported engineers in preparing and verifying network, fiber, and TV cabling drawings.
- Participated in documentation and permitting processes, gaining insight into regulatory compliance and field standards.

Virginia Tech **Sept 2024 - May 2025**

Undergraduate Grading Assistant

- Graded assignments and supported coursework delivery in foundational engineering classes.
- Helped students understand technical content, contributing to an inclusive and supportive academic environment

Virginia Tech Dining Services **November 2023 - May 2024**

Cashier

- Maintained high levels of customer satisfaction through effective communication and transaction handling.
- Managed cash accurately during peak hours.

PROJECTS

Residential Electrical Design – AutoCAD Projects
ANS Engineering | Summer 2025 – Didim, Turkey

- Supported the design and drafting of internal electrical systems for multi-story residential villas using AutoCAD.
- Produced circuit layouts, panelboard schematics, load calculations, and grounding system plans in line with local regulatory standards.
- Prepared complete documentation packages for permitting; multiple projects were reviewed and approved by the municipal authority.
- Gained exposure to the permitting process, residential electrical infrastructure, and compliance-driven design in a professional engineering setting.

Touhou Embedded Game – Microcontroller Project
ECE 2564 – Embedded Systems | Virginia Tech | Fall 2025

- Designed and programmed an interactive shooting game on the MSP432 microcontroller platform using C.
- Implemented finite state machines (FSM), real-time joystick input, and LCD-based user interfaces within a non-blocking system architecture.
- Developed features including dynamic enemy patterns, health-based game logic, and modular game states (title, menu, gameplay, high scores).
- Applied structured programming principles and hardware abstraction techniques to manage embedded system complexity.

Pixel Monarch – Embedded Strategy Game
ECE 2564 – Embedded Systems | Virginia Tech | Fall 2025

- Developed a decision-based kingdom management game using GPIO inputs and UART communication.
- Designed a multi-screen user interface rendered on LCD (menu, instructions, gameplay, game over) with full FSM control logic.
- Handled player interaction, crisis event resolution, and score tracking while adhering to embedded programming best practices.
- Ensured clean code structure through modular function design, avoidance of global variables, and strict non-blocking behavior.