

Emir Soytürk

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WORK HISTORY

Junior Computer Science Student. Looking for a role where I can learn from experienced team members. I am interested in Computer Graphics, Full Stack Development, Blockchain Development, Deep Learning Algorithms and Applications.

SimBT(Simulation Company) , *Unity3D Developer*

May 2022 - Aug 2022 (Internship)

Aug 2022 - Current (Part-time)

I have been a part of the team who developed the ship bridge simulator. I was in charge of the Ice Navigation mission. I am currently in the Fishery Simulation project. It is a great experience with Computer Graphics and teamwork.

VOLUNTEERING

EurosimA(University community in METU), *Head of IT*

November 2020 - November 2022

MUNBU(University community in Bilkent), *Head of IT*

November 2020 - November 2021

EDUCATION

TOBB ETU, *Computer Science*

January 2021 - Present

Junior Student

GPA 3.56

LINKS

[Github](#)

[Codewars](#)

[Linkedin](#)

TECHNICAL SKILLS

Tools

Intellij, Vs Code, Android Studio, Vivado, Visual Studio

Languages

Java, React, Node, Solidity, C, C++, C#, Python, Verilog, Matlab

Computer Graphics

OpenGL, Glut, Swing, Unity

Deep Learning

Keras/Tensorflow, Genetic Algorithm

COMPETITIONS

AI in transportation competition in Teknofest 2021

Algorithms competition HUPROG 2022

ReFi Hackathon Akbank

LANGUAGES

English B2 - German A2