

CURRICULUM VITAE OF AHMET CAN TURGUT

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Educational Background:

2015 – 2017	Koç University – Istanbul, Turkey Bachelor of Science in CE (Computer Engineering)*
2011 – 2015(Left)	Koç University – Istanbul, Turkey Molecular Biology and Genetics (Which Change with CE*)
2007 – 2011	Tekirdag Anatolian High School – Tekirdag, Turkey Science

Experience:

2018 – Present	Shareholder, Mobile Developer - Rasyonel App: The App is aimed to provide college student candidates a proven methodology to prepare for general examination and to be better organized and self-sufficient while studying. Rasyonel was ranked 1st paid application during October 2018 in App Store and Google Play Store in Turkey.
2017 – Present	Software Engineer - Valensas Technology Services Inc.: Valensas is a mobile technology company which focuses in Mobile platforms. I am developing android applications for Turkey's lead banking companies such as Akbank, TFKB... etc. in Valensas.
Summer 2017	Intern - Software Engineer - Valensas Technology Services Inc.
Summer 2017	Teaching Assistant - Koç University: I was teaching assistant for mobile device programming course (COMP 319) mobile application course. I helped other students to understand fundamentals of the course
2014 – 2017	Freelance Web Developer: I developed laboratory and science center's web pages for various university and organizations.
Summer 2016	Section Leader, Computer Science – Bridge Program, Koç University, Istanbul, Turkey <ul style="list-style-type: none">- Stanford, Koç University Collaborated Java School for Turkish High School Students.- Aim of the program is teaching programming to high school students for raising awareness and correctness.- This program parallel works with Stanford University CS106A course and Koç University COMP 130 course.

Relevant Coursework:

- STRUCTURE OF COMPUTER PROGRAMS (COMP 200)
- DATA STRUCTURES & ALGORITHMS (COMP 202)
- COMPUTER LANGUAGE AND CONCEPTS (COMP 301)
- SOFTWARE ENGINEERING (COMP 302)
- COMPUTER ARCHITECTURE (COMP 303)
- OPERATING SYSTEMS (COMP 304)
- DATABASE MANAGEMENT SYSTEMS (COMP 306)
- MOBILE DEVICE PROGRAMMING (COMP 319)
- COMPUTER NETWORK (COMP 416)
- COMPUTER AND NETWORK SECURITY (COMP 434)
- COMPUTER GRAPHICS (COMP 410)
- COMPUTER ENGINEERING DESIGN (COMP 491)

Relevant Projects:

TFXTarget - Mobile Application - Valensas Technology Solutions Inc. :

TFXTARGET is designed to make your foreign exchange and precious metal trades in a most comfortable way. The application has many functions which enables simultaneous monitoring and trading of world foreign exchange and precious metals such as Gold and silver for 5 days and 24 hours. You can place orders in the currency you specify, or you can do instant trades with market rates. I worked in this project as a Android Developer in Valensas.

Testisim - Awarded as 3'th project - Koç University Computer Engineering Spring 2017 Final Projects :

This project is currently a ongoing TUBITAK project. 2018 - current

This project aims to development of web and mobile environment for man health care which targets to make awareness about testicular cancer. With this platform, users can control themselves to determine if they have any symptoms regarding their genital areas. They will be asked to do some Testicular self-examination periodically, and they will be warned via different channels such as push-notifications, mail... etc. Additionally, they may be advised a doctor visit with showing closest medical care centers. This project also provides user interface for the doctors for submitting their latest researches or announcements. Users can follow latest news about testicular cancer related topics. This project will be developed for mobile android and iOS devices and web platforms. In this project both user interface side and server side will be implemented by testisim team.

Game Development for Software Engineering Course - Koç University :

Hadi Cezmi game is a 2D arcade game which enables two players to play in competing manner. It also provides an option for a single player to play the game against a dummy artificial intelligence. There are four levels in the game such that the difficulty of the game gradually increases from the first level to the fourth level. Hadi Cezmi game is composed of two modes which are edit mode and running mode. Players are able to switch between these two modes with and without closing and restarting the game. In edit mode, players design game board by adding gizmos, rotating and/or deleting them and edit/change settings of game board size, control buttons, as well as audio settings. Furthermore, the game supports save and load the game configuration to and from a XML file. In running mode, player(s) play the game.

Technical Skills:

Programming Languages: Kotlin, Swift, Java, Python, PHP, Scheme, JavaScript, HTML, CSS, MATLAB

Programming Frameworks: Django

Computer Applications: Illustrator, Photoshop, X-Code, Android Studio, Microsoft Office (University Certificated), WireShark

Operating System: mac OS, Microsoft Windows, Linux OS

Extra Topics: Design Patterns, UML Diagrams, Object Oriented Design, Testing and Management of the Engineering applications.

Language: Fluent in English, Elementary in German, Mother Tongue in Turkish

Activities:

Clubs:

- Member of the IT Club, Koç University 2015 – 2017
- Member of the Rugby Team, Koç University 2012 – 2013
- Member of the Mountaineering Club, Koç University 2013 – 2015
- Member of the Aviation Club, Tekirdag Anatolian High School 2009 – 2011

Interests:

- Usage of computer algorithms in finance