Zeynep Cankara

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EDUCATION

Bilkent University
Ankara, Turkey

Bachelor of Computer Science, CGPA: 3.49/4.0
Sep. 2017 – Exp. May 2021

- Relevant Coursework: Data Structure & Algorithms (CS201, CS202 & CS473), Programming Languages (CS315), Object-Oriented Software Engineering (CS319), Database Systems (CS353), Computer Organization (CS223 & CS224), Operating Systems (CS342).
- Research Assistant at Bilkent University Software Engineering and Data Analytics Research Group.

National Taiwan University
Taipei, Taiwan

Bachelor of Computer Science, Exchange studies, CGPA: 3.66/4.0
Sep. 2019 – Jan. 2020

- Relevant Coursework: Deep Learning for Computer Vision, VR Game Programming, Formal Languages & Automata Theory, Bitcoin and Big Data Systems.

EXPERIENCE

Google
Jun. 2020 – Sep. 2020

Site Reliability Engineering Intern
London, UK

- *Team V8, Google's open source high-performance JavaScript and WebAssembly engine*
- I developed a unified web interface tool to trace, debug and analyse patterns of how Maps/ICs are created in the real world web applications. The tool shows bottlenecks in websites, helping V8 engineers to optimise Chrome.
- I worked with V8 engineers to define requirements of the data visualisation tool and elucidate the design.
- Applied Google wide Material Design practices to enhance user experience and increase accessibility.
- I published an Official blog post article explaining the infrastructure tool: https://v8.dev/blog/system-analyzer

Tarentum AI
Jun. 2019 – Aug. 2019

Software Engineering Intern
Istanbul, Turkey

- *Artificial intelligence consulting Start-up working with banking, renewable energy and gaming sectors. Founded by the founding team of Citus Data (acquired by Microsoft).*
- Worked on a product for forecasting wind turbine power production which integrated to 8 Wind Turbine Fields in Turkey with capacity of 446 Megawatts. Worked closely with domain experts to understand wind field conditions.
- I implemented local model training pipeline with similarity based machine learning algorithms which increased performance of the existing baseline persistence model by 31%.
- Forecasting Models: Designed and implemented encoder-decoder type machine learning models for forecasting wind turbine power production and average wind speed.
- Signal Decomposition Models: I implemented statistical models such as (Additive Holt-Winters, Double Exponential Smoothing) for finding seasonal effects, trends, and level in the wind turbine data.

Somera
Jun 2018 - Jul 2018

Software Engineering Intern
Ankara, Turkey

- *Developed a clothing style detector for helping the company predicting emerging clothing trends from social media posts.*
- I trained ensemble of CNN architectures on 27k+ social media images to classify human top clothing together with their corresponding pattern and color.
- Incorporated Tensorflow Object Detection API into the project pipeline improved the speed of the clothes detection model by 120% when compared with classic R-CNN architectures.
- I developed a simple Flask web application with a front-end to carry the CNN models with a simple interface allowing users to upload images and getting model predictions.

Projects

Menufacture   Sep. 2020 – Present
- *A web based platform that provides an online ordering & payment system during take-out & on-premise services via dynamic custom menus.*
- Integrates advanced data analytic features into digital menus to recommend menu items and offer real-time discounts to the customers.
- Minimises the restaurant interactions for covid-19 social distancing measurements.
- Conducting UX Research (50+ restaurants in Ankara) to define critical stakeholders and deploying the product.
- Project website: https://menufacture.com/

ICCV Workshop (1st Place) | *Image restoration by using Encoder-Decoder type CNN methods* Sep. 2019 – Jan. 2020
- Task description: Reconstructing the images of mural paintings from Dunhuang caves which suffers from corrosion and aging.
- I used image inpainting, a task of synthesizing contents in the missing regions to generate images which are as close as possible to the original image.

TimeTravel | *Virtual Reality Room Escape Game with Haptic Feedback (Oculus VR/Steam)*   Sep. 2019 – Jan. 2020
- *Built a cross-functional team from 1 UX designer and 3 software engineers in Taiwan at NTU.*
- I developed the game dynamics and logic portion of the game via Unity Game Engine with VR Steam plugin.
- Integrated version control (Git) and project management tools (Jira, Slack) to the project.

BilMapp | *Android Mobile Application for navigating in the Bilkent University*   Feb. 2018 – Jun. 2018
- *Provides an interactive map of the Bilkent University with filter by course and activity features, helping students to enroll and get notified about the social activities in campus.* (Integrated Maps API and Firebase, Led team of 6)
- Implemented web crawlers to fetch and serialise +50k course information within less than 5 minutes.
- Integrated Google's Firebase Database and establish connections between Google Maps API and our database into the project.

Skills

Programming Languages: Java, Python, C/C++, JavaScript, HTML/CSS, C Sharp
UI/UX Design tools: Sketch, Adobe XD, Autodesk Maya
Data Science/Machine Learning Libraries: TensorFlow, PyTorch, pandas, NumPy, Matplotlib, OpenCV
Frameworks & Technologies: Git, Web Components, Google Cloud, Docker, Django, Flask