



# Ahmet Uysal

SENIOR CS STUDENT · KOÇ UNIVERSITY

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## Education

### Koç University

B.S. IN COMPUTER SCIENCE AND ENGINEERING

İstanbul, Turkey

Sep. 2016 - Dec. 2020 (Expected)

- 4.04/4.00 GPA. Ranked in first 100 in National University Entrance Exam and received full scholarship.

## Experience

### KOLT Python Certificate Program

Koç University, İstanbul, Turkey

FOUNDER & INSTRUCTOR

Feb. 2019 - PRESENT

- Created a certificate program that aims to teach basics of computer science to students from nontechnical majors using Python.
- Prepared lecture slides, examples, assignments, and created the course website. Currently delivering lectures to 80 students.

### Trendyol

İstanbul, Turkey

SOFTWARE ENGINEERING INTERN

Jun. 2019 - Aug. 2019

- Built a Git-based dynamic configuration management system with validation capability using Spring, Angular, RabbitMQ and Bitbucket APIs.

### COMP 130/131, Introduction to Programming

Koç University, İstanbul, Turkey

SECTION LEADER

Sep. 2017 - Dec. 2018

- Prepared homework assignments and conducted programming sections for the introductory programming course (Java).

### Undergraduate Research, Optical Microsystems Laboratory(Prof. Hakan Ürey)

Koç University, İstanbul, Turkey

RESEARCHER FOR <HEAD MOUNTED AR DEVICES & USAGE OF AR IN ARCHAEOLOGICAL SITES AND MUSEUMS >

July 2017 - June 2018

- Using Unity and Vuforia, developed marker based AR application that recognizes a stela and illustrates possible original colors in real time.
- Worked with pupil labs gaze tracking device and developed an HoloLens application named HoloGallery that can show historical images.

## Projects

### Makino Games

Jun. 2019 - PRESENT

- Makino Games is an interactive game that aims to teach core concepts of machine learning to middle school students.
- Currently developing the backend using NestJS and the game using Angular, PixiJS and Blockly.

### Proland

Mar. 2018 - Aug. 2018

- Proland is a machine learning solution to help farmers choose the best product for them using only a mobile application. It uses last years' crop specific harvest data and monthly weather conditions such as temperature, wind and precipitation to give yield estimates for crops.
- Competed in Imagine Cup, one of the biggest student technology competitions, and qualified for the World Finals as one of the top 50 teams.
- Used Python to extract weather data, created a cross platform application using Xamarin.Forms, implemented our backend using Firebase.

## Extracurricular Activity

### CSBridge (Stanford University - Koç University)

Koç University, İstanbul, Turkey

SECTION LEADER

Jun. 2018 - Jul. 2018, Jun. 2019 - Jul. 2019

- CSBridge aims to give rising high school juniors, especially girls, their first experiences in coding using the curriculum of Stanford's CS106A class.
- Conducted problem sessions, helped students during lab hours and gave feedback to their daily programming assignments on Java.

## Honors & Awards

INTERNATIONAL

2018 **Finalist**, Imagine Cup World Finals

Seattle, U.S.A

2018 **2<sup>nd</sup> Place**, Imagine Cup MEA Regional Finals

Online

DOMESTIC

2019 **1<sup>st</sup> Place**, Pixery Hackathon

İstanbul, Turkey

2019 **1<sup>st</sup> Place**, ÇiçekSepeti Hackathon

İstanbul, Turkey

2018 **3<sup>rd</sup> Place**, Turkish Airlines Travel Hackathon

İstanbul, Turkey

2018 **1<sup>st</sup> Place**, Imagine Cup Turkey Finals

İstanbul, Turkey