

ALEYNA ALEMDAR

Computer Engineer

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PROFESSIONAL SUMMARY

Soon-to-be (July 2025) Computer Engineering graduate with 2+ years of professional software development experience acquired alongside academic studies, currently developing AI transportation optimization solutions in collaboration with Turkish Aerospace Industries and TUBITAK. Skilled in embedded systems, full-stack development and machine learning. Demonstrated hands-on experience through projects involving mobile apps, AI models, databases, and hardware-software integration. Quick to learn and focused on building reliable, efficient solutions.

EDUCATION

TED University

Bachelor of Science, Major in Computer Engineering

2021 - 2025

Secondary Field: Applied Data Analysis

- 100% English education
- Current GPA : 2.95 / 4.00

PROFESSIONAL EXPERIENCE

Candidate Software Engineer

NanoMagnetics Instruments

February 2024 - Ongoing

- Designed GUI-based embedded system interfaces using Python.
- Implemented responsive UIs with multithreading and asynchronous programming.
- Configured and managed Linux-based environments on Raspberry Pi for software deployment.
- Debugged and troubleshoot hardware-software integration issues in embedded systems.
- Designed software compatible with embedded firmware, ensuring seamless communication and integration.

Software Engineer Intern

NanoMagnetics Instruments

November 2023 - February 2024

- Developed and optimized database structures using SQL and MongoDB.
- Designed and implemented applications in C# and Python, enhancing operational efficiency.
- Integrated software systems with LabVIEW for data acquisition and analysis.

Front-End Developer

TED University

August 2023 - September 2024

- Contributed as a part-time Front-End Developer for TEDUApp, the official student developed application catering to the needs of TED University students. [Link](#)
- Used Flutter-Dart to create user-friendly mobile app interfaces, made the user experience better and solved security vulnerabilities.

Game Developer Intern

Momend Game

August - September 2023

- Developed three games during the internship period, showcasing a versatile skill set and commitment to game development.
- Implemented and optimized game mechanics, graphics using Unity, C# and Blender resulting in enhanced gameplay experiences.
- Participated in the testing process to ensure the company's game provided a seamless user experience.

Web Development Intern

EkoDoku Sustainable Life Cooperative

December 2022 - March 2023

- Created a website for the company using WordPress, HTML and CSS which helped the organization establish an online presence and reach a wider audience.

PROJECTS

TAI & TUBITAK - Scheduling Optimization with Artificial Intelligence

LSTM, Prophet, Genetic Algorithm, React, REST API

November 2024 - Present

- Developing an AI-driven public transport scheduler with LSTM, Prophet, and Genetic Algorithms, in collaboration with TAI and TÜBİTAK.
- Building a cross-platform web and mobile interface in React, and implementing a RESTful API to connect the AI engine with the user-facing applications.

Image Classification Project - Cifar-10-Fitune

Fastai, Hugging Face Spaces, Gradio

May 2025

- Developed and fine-tuned a CIFAR-10 image classification model using Fastai and ResNet18, deployed it with Gradio on Hugging Face Spaces. [Link](#)

TEKNOFEST - Artificial Intelligence in Transportation Competition	
YOLO, OpenCV	March - July 2024
<ul style="list-style-type: none"> Participated in TEKNOFEST Competition and built an image detection algorithm using YOLO and OpenCV. Link 	
Game Projects - Sweetville Delights & Merge Chief & The Last Fruit Bender	
C#, Unity, Blender	July 2023
<ul style="list-style-type: none"> Created 3D assets and environment using Blender, implemented game logic in Unity and optimized performance for smooth gameplay. Link 	
Mobile Application - WorldWander	
Flutter, Dart	June - July 2023
<ul style="list-style-type: none"> Developed a mobile application using Flutter and Dart. The app offers a seamless user experience for exploring various travel destinations around the world. 	
My Personal Web Development Project	
HTML , CSS, JavaScript, Git	May 2023
<ul style="list-style-type: none"> Developed a personal website using HTML, CSS and JavaScript. Link Improved my understanding of front-end web development and gained experience using version control with Git. 	
Database Project - TravelWander	
Java, Java Swing, MySQL, SQL	April - June 2023
<ul style="list-style-type: none"> Developed a dynamic Java application for travel Turkey and integrated with MySQL database, the app enabled users to save, update and delete personal information. It also offered insights into cities, providing details retrieved from the database. Link Improved expertise in Java programming and database management during the term-long development process. 	
Global Game Jam Project - Make Java Great Again!	
Java, Java Swing	February 2023
<ul style="list-style-type: none"> Developed a Java-based game in 48 hours with two team members as part of the Global Game Jam, our goal was to create an engaging game that showcased the versatility and power of the Java language. Link 	
Game Developer Candidate - The Game Circle Incubation and Acceleration Program	
Unity, Blender	March - May 2023
<ul style="list-style-type: none"> Selected for a game development program, contributed to all aspects of game development, including designing game mechanics, created compelling level designs and tested game assets to ensure they meet high standards of quality. 	

SKILLS	
Proficient: Java, C#, Python, Object Oriented Programming, Embedded Systems, Raspberry Pi, Qt Designer, LabVIEW	
Familiar: C, Linux, React, REST API, SQL, YOLO, OpenCV, LSTM, Prophet, Genetic Algorithm, Fastai, Hugging Face Spaces, Gradio, MySQL, MongoDB, Java Swing, Git, WordPress, HTML/CSS, JavaScript, Flutter, Dart, Blender, Unity, R, RStudio	

LANGUAGES	
English: Advanced & IELTS Academic Score: 7.0 (2024) Turkish: Native Language German: Intermediate	

CERTIFICATES	
<ul style="list-style-type: none"> Exploratory Data Analysis Coursera Link Supervised Learning with scikit-learn DataCamp Intermediate Python DataCamp Introduction to Python DataCamp Software Engineering: Implementation and Testing Coursera Link Software Engineering: Software Design and Project Management Coursera Link Software Engineering: Modeling Software Systems using UML Coursera Link Fitting Statistical Models to Data with Python Coursera Link Inferential Statistical Analysis with Python Coursera Link Understanding and Visualizing Data with Python Coursera Link Bootcamp 2023: User Experience and Usability Training TUBITAK BILGEM YTE Bootcamp 2023: Microservice Architectures Training & TUBITAK BILGEM YTE Bootcamp 2023: Mock-Up Figma Training TUBITAK BILGEM YTE Financial Accounting Fundamentals Coursera Link First Step to Artificial Intelligence Global AI Hub Global Game Jam Participation Link TEDU Welcome to Software Development Path Patika.dev Link (42 Hours) Complete Java Developer Course From Scratch Udemy Link 	<ul style="list-style-type: none"> April 2025 October 2024 October 2024 October 2024 May 2024 May 2024 April 2024 January 2024 December 2023 November 2023 October 2023 October 2023 October 2023 June 2023 February 2023 February 2023 January 2023 January 2023

REFERENCES	
References are available upon request.	