ALEYNA ALEMDAR

Computer Engineer

Ankara, Turkey | +90 530 591 92 69 | My Github Account | My Linkedin Account | My Personal Website

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
- 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
- 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
- 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
- Developed a personal website using HTML, CSS and JavaScript. [Link](#)
- Improved my understanding o f front-end web development and gained experience using version control with Git.

Database Project - TravelWander
Java, Java Swing, MySQL, SQL
April - June 2023
- 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
- 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
- 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

- **Exploratory Data Analysis** Coursera [Link](#) — April 2025
- **Supervised Learning with scikit-learn** DataCamp — October 2024
- **Intermediate Python** DataCamp — October 2024
- **Introduction to Python** DataCamp — October 2024
- **Software Engineering: Implementation and Testing** Coursera [Link](#) — May 2024
- **Software Engineering: Software Design and Project Managemen**t Coursera [Link](#) — May 2024
- **Software Engineering: Modeling Software Systems using UML** Coursera [Link](#) — April 2024
- **Fitting Statistical Models to Data with Python** Coursera [Link](#) — January 2024
- **Inferential Statistical Analysis with Python** Coursera [Link](#) — December 2023
- **Understanding and Visualizing Data with Python** Coursera [Link](#) — November 2023
- **Bootcamp 2023: User Experience and Usability Training** TUBITAK BILGEM YTE — October 2023
- **Bootcamp 2023: Microservice Architectures Training &** TUBITAK BILGEM YTE — October 2023
- **Bootcamp 2023: Mock-Up Figma Training** TUBITAK BILGEM YTE — October 2023
- **Financial Accounting Fundamentals** Coursera [Link](#) — June 2023
- **First Step to Artificial Intelligence** Global AI Hub — February 2023
- **Global Game Jam Participation** [Link](#) — February 2023
- **TEDU Welcome to Software Development Path** Patika.dev [Link](#) — January 2023
- **(42 Hours) Complete Java Developer Course From Scratch** Udemy [Link](#) — January 2023

REFERENCES

References are available upon request.