



Akın Talha Yavuz

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Çankaya/ANKARA (Türkiye)

EDUCATION AND TRAINING

Computer Engineering Bachelor's Degree

Girne American University [14/08/2017 – 27/06/2022]

City: Kıbrıs/GİRNE

Country: Cyprus

Website: <https://www.gau.edu.tr>

Honour Student

Girne American University

City: Kıbrıs/GİRNE

Country: Cyprus

Website: <https://www.gau.edu.tr>

Final grade: 2.98 / 4

WORK EXPERIENCE

Computer Engineer

OTXO Teknoloji ve Danışmanlık A.Ş [23/09/2022 – Current]

City: Ankara/ÇANKAYA

Country: Türkiye

- IT officer at *Chamber of Certified Public Accountants of Ankara*
 - Maintenance of Server Room, responsibility for staff computers and printers
 - Managing Website Control Panel
 - Photographing for license ceremonies and license deliveries
- Creating websites for companies (which my company works for)
 - a. I contributed to both the frontend and backend of these website projects
 - b. I provided assistance with modifications following reviews and edits of authored sites.
 - c. Those Companies websites are:
 - i. <https://www.otxo.com.tr>
 - ii. <https://www.asmmmo.org.tr>
 - iii. <https://www.ladendanismanlik.com>
 - iv. <https://www.ozkutsan.com>
 - v. <https://www.akalingrup.com>
- Using Adobe Apps (Like licensing ceremonies and video montages)

DIGITAL SKILLS

Software & Hardware

Sophos VPN / Data communication: HTTP-TCP/IP-FTP / Frontend Languages: HTML, CSS, JavaScript, jQuery, XML / Backend Applications / AI : Machine learning, Deep Learning, Convolutional Neural Network, Jupiter notebook / solve technical issues / C++/C#/C

Adobe, Social Media & Office Apps

Social Media / Adobe Creative Cloud (Adobe Photoshop, Adobe Lightroom, Adobe Illustrator, Adobe InDesign) / Microsoft Office / Microsoft Word / Microsoft Excel / Microsoft Powerpoint

LANGUAGE SKILLS

Mother tongue(s): **Turkish**

Other language(s):

English

LISTENING C2 READING C1 WRITING B2

SPOKEN PRODUCTION C1 SPOKEN INTERACTION C1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

PROJECTS

Student Management System - Graduation Project

Project Overview:

The School Management System developed by our team was designed to serve as a comprehensive platform that provided seamless management of various school-related activities. One of the key features of the system was its user-friendly public home page, which served as the primary interface for students, teachers, and administrators.

Login Screen:

To ensure secure access to the system, a login screen was implemented, enabling authorized users to access their respective accounts. The login screen featured a robust authentication mechanism, ensuring that only authenticated individuals could gain entry. This added layer of security protected sensitive information and maintained the integrity of the system.

User Management:

The School Management System included role-based user management, distinguishing between teachers, admin staff, and students.

Conclusion:

The development of a School Management System offered a significant contribution to the education sector by harnessing the power of technology. By creating an intuitive public home page, facilitating student schedules, implementing a secure login screen, and incorporating user management features, our project aimed to streamline school operations, empower teachers, and provide students with a user-friendly platform.

Real-Time Drowsiness Sensor - Graduation Project 2

Objective:

The primary objective of the Real-Time Drowsiness Sensor was to create a computer vision system capable of accurately identifying signs of drowsiness in individuals. By leveraging deep learning techniques, the project aimed to detect specific facial features associated with drowsiness, such as closed eyes or prolonged eye closures, and provide timely alerts to prevent potential accidents.

Methodology:

The project utilized YOLOv5, a state-of-the-art object detection algorithm, to train a model capable of recognizing drowsiness-related facial cues in real-time. YOLOv5, an upgraded version of the popular YOLO (You Only Look Once) framework, offers a good balance between accuracy and speed, making it suitable for real-time applications. The Python programming language, known for its simplicity and versatility, was used to implement the project.

Results and Features:

Upon completion of the project, the Real-Time Drowsiness Sensor exhibited impressive performance. The trained YOLOv5 model successfully detected drowsiness-related facial cues in real-time video streams, providing immediate alerts when signs of drowsiness were detected.

DRIVING LICENCE

Driving Licence: B

HOBBIES AND INTERESTS

Hobbies & Interests

- Playing Football
- Running
- Swimming
- Video Games
- Learning Programming Languages
- Math