






AYDIN KAAAN CINAR

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Education

University of Toronto, Trinity College

2018 - May 2022 (Expected)

HBSc, Computer Science Specialist, Focus on AI and Minor in Statistics

Related Courses:

CSC311: Intro to Machine Learning (In progress)

CSC309: Programming on the Web (In progress)

CSC373: Algorithm Design and Analysis (In progress)

CSC258: Computer Organization (In progress)

CSC209: C-Programming, Grade: A+

CSC263: Data Struct. and Analysis, Grade: A+

CSC236: Intro to Theory of Comp., Grade: A-

CSC207: Software Engineering (Java)

Skills

- **Python** NumPy, TensorFlow, Keras, matplotlib
- **Java** Object-oriented design and development, design patterns, Android
- **C#** Unity Game Engine, game development
- **C** Pipes and filters, file processing, shell programming, processes, system calls, signals, basic network programming
- **C++** C++11, STL
- **R** Statistical models
- **Web Development** JavaScript, HTML, CSS, Node.js, React, MongoDB, Express
- **Microsoft Office** Word, Excel, PowerPoint, Outlook

Awards

University of Toronto Scholar Award

2018

Given to approximately top 5% of students in recognition of outstanding achievement in high school

Robert College The Award for Excellence in Computer Science

2018

Given to one senior student every year who has demonstrated excellence in Computer Science

- 3rd year CS student interested in ML, AI, and software engineering
- Published mobile-game apps in App Store and Google Play
- Self-motivated, curious, problem-solving and collaborative programmer with excellent communication skills

Projects

> **Flying King - Available on App Store, Google Play, Amazon Appstore, Bemobi Mobile Store, and Web (C#),** July – August 2020

kaancinar.me/FlyingKing

- Developed a 2D arcade game, where user can upgrade their character and compete with other users.
- Used Unity Game Engine to develop for IOS, Android, and Web.
- Build the website for the game using HTML/CSS

> **The Jump King - Available on App Store, Google Play, and Web (C#),** June – July 2020

kaancinar.me/TheJumpKing

- A simple 2D arcade game.
- Used Unity Game Engine to develop for IOS, Android, and Web

> **KaanStore – An online shopping web app,** August 2020 – Present

github.com/aydinkaancinar/KaanStore

- An Amazon-like e-commerce site made using React, MongoDB, Node.js, Express

> **Android Game (Java),** October – November 2019

github.com/aydinkaancinar/Android-Game

- This is an android app developed by me and my group. The app has 3 games, follows the principles of model-view-presenter, and clean architecture.
- The game requires the user to create a local user account, and the game also stores user information such as username and password, and user statistics.

Certificates

Specializations

Deep Learning by Deeplearning.ai July 2020

Specialization consisting of five courses Learnt about CNNs, RNNs, LSTM, AdamOptimization, Dropout, BatchNorm, Xavier/Heinitialization, and more. Practiced some of these ideas using NumPy, TensorFlow and Keras

Online Courses

C++ For C Programmers, Part A, University of California, Santa Cruz, June 2020

Technical Support Fundamentals, Google, August 2020

Leadership

Computer Science Mentor at NeurotechUofT

2019 - 2020

I helped design subject-specific content for workshops helping beginners learn the basics of brain-computer interface development. Teaching Python, Git, and Shell Programming to the beginners.

Project Leader at Trabzon Community Involvement 2016

I led a group of 15 high schoolers to conduct a summer school for approximately 150 elementary school children.