AYDIN KAAN **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)
CSC343: Intro to Databases/SQL (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)

Work Experience

CSC263 (Data Structures & Analysis)
Teaching Assistant
January – May 2021

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

- 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

> 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 separate 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 / Volunteering

Department of Computer Science Ambassador
December 2020 – Present
Representing the department in exciting events throughout the year by taking part in departmental activities like outreach events, industry meetups, and alumni relations.

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.