# BERK ALP YAKICI

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## **EDUCATION**

Rice University, Houston, TX Expected 2022

Bachelor of Science in Computer Science, Minor in Data Science and Mathematics

#### TECHNICAL SKILLS

Software Engineering Python, Java, C/C++, SQL/NoSQL, JavaScript, PHP, CSS, HTML

**Algorithmic Thinking & Math** Dynamic, Parallel & Concurrent Programming, Linear Algebra, Number Theory

## WORK EXPERIENCE

# AI/ML - Software Engineer Intern - Siri SKP at Apple, Seattle, WA

May - August 2021

- Designed and built a distributed data ingestion service on **Java** for an internal service that processes more than 50 million records in 12 hours, and deployed it via **Kubernetes**.
- Integrated the service with monitoring tools such as **Graphite** and **Splunk**, built a custom **Grafana** dashboard for real-time alerts and diagnostics, and integrated the service with an automated A/B continuous evaluation platform.
- Helped onboarding new full-time engineers to the team.

# Machine Learning Consultant at Bill.com, Houston, TX

January - May 2021

- Developed a real-time, **deep-learning/logistic regression** hybrid model to monitor customer service chats and dynamically predict the probability of a positive outcome.
- Successfully flagged 75% of negative outcomes at the midway point of an ongoing conversation.

# Undergraduate Researcher at Rice University CS Bioinformatics Group, Houston, TX

May - August 2020

- Worked with Prof. Luay Nakhleh on an heuristic divide-and-conquer approach for phylogenetic network inference.
- Wrote an experiment platform on **Java** and **Python** that builds a hitting-set problem and generates the minimal set.
- Utilized 3-SAT solver, graph search algorithms (i.e. **DFS** and **BFS**), and data structures (i.e. **binary** & **spanning trees**).
- The platform reduced the input size from 680 to approx. 30, coinciding with a 22.67x **speedup** and 1,625 less CPU-hours in 24 test cases of varying difficulties. 23/24 test cases successfully produced correct phylogenetic networks.

## Back-end Software Engineer Intern at OpenStax, Houston, TX

May - August 2019

- Wrote internal software on **Django** and **Python 3** such as a metadata scrapper and an import/export tool to transfer content in between content-management servers. The software is later open-sourced and maintained on **GitHub**.
- Parsed Salesforce data and wrote visualization tools using MapBox API to measure and track adoption rate.
- Wrote **OAuth 2.0** interface to allow external services to securely communicate with OpenStax services.
- Focused on automated unit testing and increased the project **code coverage** from 81% to 89% (out of 33,621 lines).

#### TEACHING EXPERIENCE

<b>Head Teaching Assistant</b>	COMP 382: Reasoning About Algorithms	Fall 2021, Fall 2020
<b>Head Teaching Assistant</b>	COMP 182: Algorithmic Thinking	Spring 2021, Spring 2020
<b>Teaching Assistant</b>	COMP 140: Computational Thinking	Fall 2019, Spring 2019

#### LEADERSHIP EXPERIENCE

President	Rice Computer Science Club	April 2021 - Present
<b>Committee Chair</b>	Rice Computer Science Club	May 2020 - April 2021
<b>Public Affairs Officer</b>	Rice Eclipse Rocketry Team	April 2021 - Present
<b>Avionics Team Lead</b>	Rice Eclipse Rocketry Team	December 2018 - April 2021

# **PROJECTS**

## **Rocket Engine Control and Testing Software (RESFET)**

August 2019 - May 2021

• Wrote a hybrid rocket engine control software in C++ that actuates valves, collects raw sensor data, performs ignition, and communicates with a remote dashboard using **UDP** and **TCP** protocols with average 0.2% packet loss.