İsmail Bilge Önçeken

Yeşilbayır Mah. 1920 Sokak 6/7 Mamak/Ankara TURKEY onceken.bilge@gmail.com (+90)506-225-5195

Education

Middle East Technical University

2014 September - Present

BSc in Mining Engineering

Junior

Ankara Atatürk High School

2008 September - 2013 June

- One year English preparatory school
- Taken Chinese as secondary foreign language

Work Experience

Eczacıbaşı Esan Balya Underground Lead-Zinc Mine

2017 August

Underground Mining Engineering Intern

Voluntary Work

Orienteering Instructor at METU Summer Sports School 2015

2015 July

Taught orienteering and planned indoor/outdoor orienteering parkours for 8-12 age group.

Volunteer at İznik Ultra 2015 Ultra Marathon

2015 April

Set up and managed "Narlica 90k Control Point" with a team of six.

Honours & Awards

HAVELSAN GIS Solution Competition 2nd Place

2017 December

Implemented a Quantized-Mesh encoder in Java in order to present raster elevation data with Quantized Mesh protocol developed by the firm Analytical Graphics.

Technical challenges were related with geographical calculations, triangulation, file structure and data visualization. Used general web development skills to cover incomplete parts of the submitted solution.

Event Page

Başkent University Ekin Pre-Incubation Center Entrepreneurship Contest 3rd Place

2017 June

Developed a business idea with a group of four.

Made a pitching presentation to a jury of academics and business professionals. Later, the same project has been chosen as "Successful Business Idea" and provided with mentorship support from Ankara Development Agency.

Event Page

Side Projects

Origames - Fantasy Orienteering League

A web application built for METU Orienteering and Navigation Team.

Built with <u>Django</u> and <u>MaterializeCSS</u>. Served with <u>Nginx</u> on a <u>DigitalOcean</u> droplet.

For every offical race, users create their teams by picking up 9 members of METU Orienteering team. Scores are calculated automatically after the finish times are entered for the orienteers.

At the end of the race period the team with the highest score wins.

Live at: https://origames.org Username: demo Password: Demo1234



github.com/bilgeonceken/origames

Appprac - Orienteering Team Event Organizer

Another web application built for METU Orienteering and Navigation Team.

Built with \underline{Flask} and $\underline{Bootstrap}$. Uses $\underline{PostgreSQL}$ with $\underline{Peewee\ ORM}$ for database. Automatically deploys itself to \underline{Heroku} on every commit.

For parkour events, one week before the training date the applications are opened so that, that week's organizers can know how many people are coming and print required amount of maps or decide to cancel the training in case not many people are to come. This process are handled purely by e-mail which is not very efficient. Also keeping attendance -which is an important factor to be eligable for attenting official races with the team- is a mess. To overcome this problem we've come up with the idea of a web application to organize and store all data related to team.

Discontinued because I was not happy with the disorganized structure of the project. Would have used Django if I know about it back then.

Live at: http://appprac.herokuapp.com Username: demo Password: Demo1234



github.com/bilgeonceken/appprac

Skorbela - Score-O Result System

A web application built for Dec. 2015 - New Year Score-Orienteering Event organized by METU Orienteering and Navigation Team. Abandoned since the team now uses <u>SportIdent</u> and its software for organizations.

Built with Asyncio-based <u>Autobahn|Python WebSocket Framework</u> and <u>Bootstrap</u> without a prior knowledge of web development. Uses a JSON file as database via <u>jsondatabase</u>.

Initial aim for the application was to remove the messy process of five people entering scores of many registered competitors to excel on five different computers for one race. To enable users to edit json file simultaneusly, We've decided to use Autobahn|Python which let us create a websocket server working fully asynchronously.

Users can add new control points, competitors and enter competitors' results easily.



github.com/bilgeonceken/Skorbela

Skills

Programming Languages and Tools

- Python, Javascript, Java, HTML, CSS,
- GNU/Linux, Git, Django, Flask, Heroku, Adobe Photoshop
- · PostgreSQL, ORMs



github.com/bilgeonceken

Spoken Languages:

Turkish Native English Full Professional Proficiency Mandarin Chinese

Interests

- Orienteering at METU Orienteering and Navigation Team
- Programming
- Trail Running
- Electric Guitar