

BÜŞRA ARABACI

CONTACT

website:

<https://bsrarb.github.io/>

e-mail:

busra.arabaci@ug.bilkent.edu.tr

busraarabaci@gmail.com

phone:

05396128396

EDUCATION

2014- present :

İhsan Doğramacı

Bilkent University, Ankara, Turkey

Computer Science, Comprehensive

Scholarship

CGPA : 3.10 / 4.00

HONORS & AWARDS

Bilkent University

Honour Certificate

2014 - 2018

Bilkent University

Comprehensive Scholarship

INTERESTS

Artificial Intelligence

Machine Learning

Deep Learning

Android Development

SKILLS

Python, Numpy, SciPy, Scikit-learn,

Pandas

Tensorflow

C, C++

Matlab

Java

PHP, MySQL, Apache

HTML, CSS, JavaScript

Languages:

Turkish (native), English

(advanced), Spanish (intermediate)

PROJECTS

ItchyFeet: ItchyFeet is a Android based route optimizer application that minimizes the effort required to creating a traveling trip plan when being a tourist in a new city. ItchyFeet addresses makes use of real time data to give personalized recommendations on places to visit in an optimized route map plan. It is my senior project with group of 4 members.

Mona: Mona categorizes the artworks according to their style, genre and artist based on the knowledge provided by the dataset. It uses deep learning and machine learning techniques to analyze given image.

Anime Recommender: A recommender system can for anime fans according to their interests to different types of anime movies.

Space Impact Game: An android game that is a new version of classical arcade game. Artificial intelligence applied to create smart enemies. Developed in Java.

Puzzle++: A program using artificial intelligence to solve real NYTimes daily crossword puzzles with the abilities of natural language processing and understanding, building knowledge and developed searching capabilities written in Java, JavaScript, JavaFx.

Scientific Paper Management System: A database system for keeping track of scientific publications with web user interface implemented using Java, PHP and MySQL.

8-Puzzle Solver: Java based program which solves classic 8-puzzle game by using artificial intelligence.

Activity Summarizer Project: Android application for planning and summarizing daily activities.

Pacman: System verilog based version of Pacman game.

Purity: Designation of a new language for set operation. Lex and yacc are used during the project.

EXPERIENCE

RESEARCH ASSISTANT

Bilkent University, Jan 2018 - Present

Advisors: Öznur Taştan Okan, Mehmet Koyutürk

This is a research about predicting phosphorylation sites for protein kinases with no site information using zero shot learning model with deep neural networks. In this research, I worked on large protein databases and provided statistical analysis reports about them. I did feature engineering for protein kinases. Also, I worked on creating deep neural network models. I did it's poster presentation at HIBIT 2018 conference in Antalya, Turkey.

INTERN

Netcad Inc., Intern, Ankara, Aug-Sep 2018

Improved the performance of generating vector tiles from database for the company's mapping application. Additionally, worked on creating web based application for showing real-time weather forecast on map.

INTERN

Apps Inc., Intern, Ankara, Aug-Sep 2017

Development of the word quiz game that is created by the company. The tasks that I did include applying Machine Learning algorithms and Natural Language Processing to the game. I worked with Tensorflow and Python.