BÜŞRA ARABACI

CONTACT

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EDUCATION

2014- present :

İhsan Doğramacı Bilkent University, Ankara, Turkey Computer Science, Comprehensive Scholarship

CGPA: 3.22 / 4.00

HONORS & AWARDS

Bilkent University Honour Certificate 2014 - 2018

Bilkent University Comprehensive Scholarship

INTERESTS

Artificial Intelligence Machine Learning Deep Learning Android Development

PROJECTS

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 NY-Times 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

A deep learning research applied on bioengineering issues. The research is conducted by Mehmet Koyutürk and Öznur Taştan Okan.

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.

SKILLS

Computer:

- Python, NumPy, SciPy, Scikitlearn, Pandas
- Tensorflow
- C, C++
- Matlab

- Java
- PHP, MySQL, Apache
- HTML, CSS, JavaScript
- Android Studio, Eclipse,

Netbeans

XCode

Languages:

Turkish (native), English (advanced), Spanish (intermediate)