

# Burak Şen

🌐 burakssen.com 📍 Munich, Germany ✉ buraksen7@hotmail.com ☎ +4915223856327

🌐 <https://www.linkedin.com/in/burak-ssen/> 🌐 <https://github.com/burakssen>

## PROFESSIONAL EXPERIENCE

### Asistant Student (Software Development)

12/2022 – 10/2023

TUM School of Computation, Information and Technology 🌐

Munich, Germany

- Is **assistant student** of **Dr.-Ing. Michael Zwick**.
- Have been developing a **module creator/editor** app for **TUM School of Computation, Information and Technology**.
- Used technologies: **ReactJS, ExpressJs, CouchDB, Docker, Redis, Nginx, Shibboleth SP**.

### Software Engineer

04/2022 – 08/2022

Map E-Commerce & Data Services Inc. 🌐

Istanbul, Turkey

- Is part of a team that works on **supply chain applications**.
- Worked on **data flow** with **EDI, XML, JSON** and **VDA**.
- **Mapping** between data files in **C++** and **PHP**, **XML to EDI**, **JSON to VDA**, **XML to JSON** etc.
- Used technologies: **NodeJS, C++, PHP**

### Data Science Intern

11/2021 – 01/2022

T.R. Presidential Human Resources Office 🌐

Istanbul, Turkey

- Was part of a team that worked on **data science applications** in the Human Resources department that develops **national projects**.
- Work on **data manipulation** and **data visualization** with **R language**.

### Software Development Intern

08/2021 – 09/2021

IBM 🌐

Istanbul, Turkey

- Was part of a team that worked on **IBM's BPM (Business Process Manager)**.
- Worked on a **customers service application** and **maintained the application**.
- Added **multi-language support**.
- Used technologies: **Java, Javascript**.

### Software Development Intern

07/2021 – 08/2021

Dogus Technology 🌐

Istanbul, Turkey

- Was part of a team that worked on an **automotive customer service application** in the finance department.
- Created a page in the **customer service application (With ASPX)**.
- Worked on a **UI for pairing pos devices** to the application.
- Used Technologies: **ASP.NET, MS-SQL**.

## EDUCATION

### Master of Science in Informatics

10/2022

Technical University Of Munich 🌐

Munich, Germany

Absent after 3th semester.

### Bachelor of Science in Computer Engineering

09/2017 – 06/2022

Istanbul Technical University 🌐

Istanbul, Turkey

- GPA: 3.16

## PROJECTS

### QuitMe 🌐

05/2024 – present

A macOS utility application for terminating ui applications.

- Developed using **swift** and **swift ui**.
- **Custom delegate** for fetching running applications.
- **Launch on login** functionality
- **Ignore applications** list.
- **Custom shortcut** functionaliy.

<b>Kanban-Board</b> <a href="#"></a> <i>A simple Kanban-Board</i> <ul style="list-style-type: none"> <li>Developed a simple <b>Kanban Board application</b>.</li> <li>Implemented with <b>NextJS, Framer-Motion</b> and <b>Typescript</b>.</li> </ul>	02/2024 – 03/2024
<b>Path Finding Visualiser</b> <a href="#"></a> <i>A visual path finding algorithm implementation.</i> <ul style="list-style-type: none"> <li>Implemented <b>Multiple path finding algorithms</b>.</li> <li><b>Animated visuals</b> created.</li> <li>Implemented <b>A*, Dijkstra, BFS, DFS</b> algorithms.</li> <li><b>Pit Stops</b> added for <b>A* algorithm</b>.</li> <li><b>Pause/Resume</b> functionality.</li> </ul>	01/2024 – 02/2024
<b>Boids</b> <a href="#"></a> <i>A flocking simulation written in C++</i> <ul style="list-style-type: none"> <li>An implementation of <b>Craig Reynolds' <a href="#"></a> flocking algorithm</b>.</li> <li>It has three separate stages: <b>Separation, Alignment, Cohesion</b></li> <li>Used technologies: <b>C++, raylib</b> <a href="#"></a></li> </ul>	01/2024 – 02/2024
<b>Linear Regression Visualization</b> <a href="#"></a> <i>A Linear Regression Visualization using C++ and Raylib</i> <ul style="list-style-type: none"> <li>A simple <b>linear regression visualisation</b>.</li> <li><b>UI</b> is written with <b>C++ Raylib library</b></li> <li>The result is shown by a <b>line drawn on the graph</b> and its equation.</li> </ul>	01/2024 – 02/2024
<b>Game of Life</b> <a href="#"></a> <i>A Conway's game of life implementation on C++</i> <ul style="list-style-type: none"> <li><b>Conway's game of life</b> a basic <b>life simulation</b> with simple rules.</li> <li>Implemented a <b>grid system</b> which can <b>create big or small cells</b>.</li> <li>Implemented <b>pause simulation</b> feature.</li> <li>Used technologies: <b>C++, CMake</b></li> <li>Used frameworks: <b>raylib</b> <a href="#"></a></li> </ul>	01/2024 – 02/2024
<b>Sorting Visualiser</b> <a href="#"></a> <i>A sorting visualisation application written in C++.</i> <ul style="list-style-type: none"> <li>Developed <b>multiple sorting algorithms</b>.</li> <li><b>Visualisation</b> for each algorithm.</li> <li><b>Live update</b> on visual representation of the arrays.</li> <li>Notable algorithms: <b>HeapSort, MergeSort, QuickSort</b></li> <li>Used technologies: <b>C++, CMake</b></li> <li>Used frameworks: <b>raylib</b> <a href="#"></a>, <b>ImGui</b> <a href="#"></a>, <b>rlImGui</b> <a href="#"></a></li> </ul>	01/2024 – 01/2024
<b>Modern War Simulator</b> <a href="#"></a> <i>A realistic tower defence type game</i> <ul style="list-style-type: none"> <li>Developed a <b>simulation game</b> which consist of a <b>terrain</b> and <b>units</b> that are placed on top of the terrain.</li> <li>Terrain generation developed <b>multi threaded</b> and it is generated <b>procedurally</b>.</li> <li><b>PID algorithm</b> is implemented for the rockets to <b>move realistically</b>.</li> <li>Implemented with <b>Unity Game Engine, C#, C++</b>.</li> </ul>	09/2022 – 06/2022
<b>Business Training Platform</b> <i>A training platform for companies.</i> <ul style="list-style-type: none"> <li>Developed a <b>training platform</b> that provides a <b>professional environment for companies</b> to <b>educate their employees</b> and <b>track their improvements</b>.</li> <li>The development process <b>was managed with a team of 4 people</b> and under the guidance of <b>DefineX Consulting Technology</b>.</li> <li>Implemented with <b>ReactJS, NodeJS, Sequelize ORM</b> and <b>PostgreSQL</b>.</li> <li>Tested with <b>Jest</b> and <b>Supertest</b>.</li> </ul>	09/2021 – 01/2022
<b>ITU-BE</b> <a href="#"></a> <i>An online education platform</i> <ul style="list-style-type: none"> <li>Developed an <b>education platform</b> that allows tutors to <b>publish their courses</b> in a professional environment with their students from ITU.</li> <li>Implemented with <b>Python Flask, PostgreSQL</b> and deployed to <b>Heroku</b>.</li> </ul>	09/2020 – 01/2021

## ORGANIZATIONS

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ITU ACM Student Chapter [!\[\]\(1d3a1175dd4902218e694b9c098adb83\_img.jpg\)](#)

*Member*

- Have been **an instructor** for the ITU ACM C course.

09/2019 – 06/2021

Istanbul, Turkey