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Professional Experience

Dec 2022 - Oct 2023 Munich, Germany

TUM School of Computation, Information and Technology ∂ Asistant Student (Software Development)

- 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.

Apr 2022 - Aug 2022 Istanbul, Turkey

Map E-Commerce & Data Services Inc. ∂

Software Engineer

- 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

Nov 2021 – Jan 2022 Istanbul, Turkey

T.R. Presidential Human Resources Office @

Data Science Intern

- 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.

Aug 2021 - Sep 2021 Istanbul, Turkey

IBM ∅

Software Development Intern

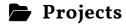
- Was part of a team that worked on IBM's BPM (Business Process Manager).
- Worked on a customers service application and maintained the application.
- Added multi-language support.
- Used technologies: Java, Javascript.

Jul 2021 – Aug 2021 Istanbul, Turkey

Dogus Technology *⊘*

Software Development Intern

- 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.



Jan 2024 - Feb 2024

Path Finding Visualiser ∅

A visual path finding algorithm implementation.

- Implemented Multiple path finding algorithms.
- Animated visuals created.
- Implemented A*, Dijkstra, BFS, DFS algorithms.
- Pit Stops added for A* algorithm.
- Pause/Resume functionality.

Jan 2024 - Feb 2024

Boids &

A flocking simulation written in C++

- An implementation of Craig Reynolds' & flocking algorithm.
- It has three separate stages: Separation, Alignment, Cohesion
- Used technologies: C++, raylib ∅

Jan 2024 - Feb 2024

Linear Regression Visualization *∂*

A Linear Regression Visualization using C++ and Raylib

- A simple linear regression visualisation.
- UI is written with C++ Raylib library
- The result is shown by a line drawn on the graph and its equation.

Jan 2024 - Feb 2024

Game of Life ∅

A Conway's game of life implementation on C++

- Conway's game of life a basic life simulation with simple rules.
- Implemented a grid system which can create big or small cells.
- Implemented pause simulation feature.
- Used technologies: C++, CMake
- Used frameworks: raylib ∂

Jan 2024 - Jan 2024

Sorting Visualiser *⊘*

A sorting visualisation application written in C++.

- Developed multiple sorting algorithms.
- Visualisation for each algorithm.
- Live update on visual representation of the arrays.
- Notable algoritms: HeapSort, MergeSort, QuickSort
- Used technologies: C++, CMake
- Used frameworks: raylib @, ImGui @, rlImGui @

Sep 2022 – Jun 2022

Modern War Simulator ∅

A realistic tower defence type game

- Developed a simulation game which consist of a terrain and units that are placed on top of the terrain.
- Terrain generation developed **multi threaded** and it is generated **procedurally.**
- PID algorithm is implemented for the rockets to move realistically.
- Implemented with Unity Game Engine, C#, C++.

Sep 2021 – Jan 2022

Business Training Platform

A training platform for companies.

- Developed a training platform that provides a professional environment for companies to educate their employees and track their improvements.
- The development process was managed with a team of 4 people and under the guidance of DefineX Consulting Technology.
- Implemented with ReactJS, NodeJS, Sequelize ORM and PostgreSQL.
- Tested with Jest and Supertest.

Sep 2020 - Jan 2021

ITU-BE ⊘

An online education platform

- Developed an **education platform** that allows tutors to **publish their courses** in a professional environment with their students from ITU.
- Implemented with Python Flask, PostgreSQL and deployed to Heroku.

Education

Oct 2022 Munich, Germany

Technical University Of Munich *⊘*

Master of Science in Informatics

Sep 2017 – Jun 2022 Istanbul, Turkey **Istanbul Technical University** *⊗* Bachelor of Science in Computer Engineering

• GPA: 3.16

♠ Organizations

Sep 2019 – Jun 2021 Istanbul, Turkey $\textbf{ITU ACM Student Chapter} \ \ \mathscr{D}$

Member

• Have been an instructor for the ITU ACM C course.