



Burak Şen

📧 burakssen.com

✉ buraksen7@hotmail.com

in <https://www.linkedin.com/in/burak-sen/>

📍 Munich, Germany

☎ +4915223856327

🐙 <https://github.com/burakssen>

📁 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**.

📁 Projects

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 algorithms: **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

ITU ACM Student Chapter 
Member

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