Yunus Aydın

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cahilfil

Education

June 2021 **MCompSci Computer Science**, *Oriel College, University of Oxford.*
Oct 2017 Completed first year with distinction. Earned a BA with high 2:1 classification, and an MCompSci with merit.

Jun 2017 **Private High School Diploma**, *Uskudar American Academy*, Turkey.
Sep 2012

Experience

Present **Software Engineer**, *Lunchclub.*
Aug 2021 I'm currently working at Lunchclub, an AI-driven networking startup, as a full-time software engineer in the *Feed and Matching* team.

Sep 2019 **Undergraduate Research Intern**, *Imperial College London*, United Kingdom.
Jun 2019 I've worked on a recent paper called "Partition and Propagate: an Error Derivation Algorithm for the Design of Approximate" to generalise the algorithm to work on sequential circuits.

Feb 2018 **Teaching Assistant**, *Scientific and Technological Research Council of Turkey*, Turkey.
Sep 2017 I've mentored students at the training camp for the International Olympiad in Informatics.

Present **Founder**, *CodeFest*, Turkey.
May 2016 CodeFest is the first programming team competition in Turkey for high school students. I founded it and have been the main contributor to the challenges of the competition since.

Software Projects and Tools

R V R S E R V R S E is a puzzle game, implemented in Elm. The goal is to sort the given objects, by what I call a partition-reverse move, which was inspired by pancake sorting.

PicoPascal Compiler For our *Compilers* course, I've worked on and extended a compiler written in OCaml. The modifications effected all parts of compiler from code generation to parsing.

Sirala! Sirala! is an educational game (made in Unity) aimed at primary school students where you need to solve randomly generated arithmetic puzzles by moving tiles.

Languages: JavaScript/TypeScript (ReactJS), Haskell, Python (NumPy, PyTorch, Matplotlib), Elm, C/C++, Scheme, LaTeX, PostgreSQL, ARM assembly language

Research Projects

Quantum STCONN For my fourth year project, I've worked on logspace quantum algorithms (based on span programs) for the directed st-connectivity problem.

SwitchDoor For my third year project, I've been working on a family of 1-player games, SwitchDoor, which I prove to be PSPACE-hard. Although this is still work in progress, the manuscript can be found here. I was awarded a high first for my work on this project.

Achievements

2017 **Bronze Medal**, *ACM ICPC - Northwestern Europe Regional Contest.*
Our team, *The Assemblers*, was placed 10th out of 120 teams.

2015 **Bronze Medal**, *National Olympiad in Informatics*, Turkey.
NOI is the most prestigious algorithms competition Turkey. I was placed 15th out of ~1000 students.