



# DEFNE TUNÇER

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portfolio [Website](#) | [Portfolio](#)  
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## EDUCATION

Hacettepe University  
*B.S. Computer Science*

FALL 2016 - JUNE 2020  
GPA: 3.68 / 4 (TOP 10%)

## PROJECTS AND COURSES

Senior Design Project II

Developed an indie game using Unity with features: *UI, quest system, save & load, inventory, interaction with NPC and objects, dialogue system, skills, animations, cutscene.*

SPRING 2020

*3D modeling and animations done using Blender & Substance Painter.*

Senior Design Project I

Developed a mispronunciation detection system with a team of two. System is trained and tested on the dataset for English language learners with Turkish accent and reached an F1-score of 94%.

FALL 2019

*Speech signal processing, machine learning, Python, Jupyter Notebook, sci-kit learn, librosa*  
*Web application is developed using Flask, JS, HTML, CSS.*

Computer Graphics | Created a web game experience using WebGL.

*Three.js, ammo.js, JS HTML, CSS*

Software Engineering | Worked as a full-stack developer to develop an e-commerce web application with a team of five.

SPRING 2019

*Java, Spring Boot, MySql, Thymeleaf, HTML, CSS, JS*

Embedded Systems | Developed applications on ARM Cortex M microprocessor with a team of two.

*Programmed in C using Keil IDE.*

Machine Learning | Predicted the genres of music tracks from audio features and tested the performances of different machine learning methods with a team of two.

FALL 2018

*Python, Jupyter Notebook, speech signal processing, scikit-learn, librosa*

## EXPERIENCE

University of Maryland, College of Information Studies, College Park, USA  
*Human-Computer Interaction Lab Intern*

JULY 2019 - SEPTEMBER 2019

Designed a prototype self monitoring feedback system in order to improve upper limb activity on stroke patients using finger-worn accelerator data.

Developed a web page using Google Fit REST API to enable users to visualize their personal fit data.

*Data visualizations are done by D3.js and Tableau.*

*Advisor: Eun Kyoung Choe*

Google Student Retreat, London, UK

JULY 2019 - AUGUST 2019

Invited to an event of 3 days as being one of the top 25 competitors in coding competition KickStart among GetAhead participants.

GetAhead is an invite-only 8 weeks of virtual technical training program with 450 students from EMEA.

TUBITAK, Software Technologies Research Institute, Ankara, TURKEY

*Software Engineering Intern*

JUNE 2018 - AUGUST 2018

Developed a cross-platform mobile chat application using C# with Xamarin, Firebase.

## SKILLS

concepts	Algorithms, Data Structures, OOP
programming	Java, Python, C#, HTML/CSS, Javascript, C/C++
additional skills	Adobe Photoshop, Unity, Blender, Substance Painter, WebGL
interests	Frontend and backend web/mobile application & game development, machine learning, 3D modelling, VR, AR, UI and UX, Graphic Design, Data Visualization, IoT

## HOBBIES

3D modelling & texturing  
Design and illustration  
Gaming  
Competitive programming

## LANGUAGES

Turkish, Native  
English, Advanced  
German, Beginner