



# DEFNE TUNÇER

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portfolio   [Website](#) | [Portfolio](#)  
links        [GitHub](#) | [LinkedIn](#)

## EDUCATION

### B.S. Computer Science

Hacettepe University

OCT 2016 - JUL 2020

GPA: 3.68 / 4  
(TOP 0.1)

## PROJECTS

SPRING 2020

### Senior Design Project II

Developed an indie RPG game using Unity.

*UI, quest system, inventory, dialogue system, skills, cinemachine cutscenes. [Link](#)*

FALL 2019

### 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%.

*Speech signal processing, machine learning, Python, Jupyter Notebook, sci-kit learn, librosa Web demo is developed using Flask, JS, HTML, CSS. [Link](#)*

**Computer Graphics** | Created a web game experience using WebGL.

*Three.js, ammo.js, JS HTML, CSS [Link](#)*

SPRING 2019

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

*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.*

FALL 2018

**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.

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

## EXPERIENCE

### Game Programmer

MildMania Corp., Ankara TURKEY

AUG 2020 - PRESENT

In MildMania Corp., I have the opportunity to take part in the development of mobile games using Unity by working closely with game programmers, game designers and artists.

### Human-Computer Interaction Lab Intern

University of Maryland, College of Information Studies, College Park, USA

JULY 2019 - SEPT 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 Attendee

Google London, UK

JULY 2019 - AUG 2019

Invited to Google London for an event of 3 days as being one of the top 25 competitors in coding competition KickStart among 450 students from EMEA.

### Software Engineering Intern

TUBITAK BILGEM YTE, Ankara, TURKEY

JUNE 2018 - AUG 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++, WebGL
additional skills	Adobe Photoshop, Unity, Blender, Substance Painter
hobbies	3D modelling & texturing, graphic design, gaming, competitive programming