Denis Nazım Hikmet Gerçek

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EDUCATION

Ankara Yıldırım Beyazıt University   **2020 - 2024**
Bachelor's degree, Computer Engineering

Nermin Mehmet Çekiç Anadolu Lisesi   **2016 – 2020**

SKILLS

Linux, JavaScript, TypeScript, Express.js, SQLServer, React.js, Redux, Next.js, Three.js, TailwindCSS, React Native, .NET, ASP.NET

EXPERIENCE

TCHEALTH | *Intern*   **July 2022 – August 2022**
- Designed and developed a web-based veterinary monitoring system using ASP.NET, Microsoft SQL Server, HTML/CSS and Javascript.

OBSS Technology | *Intern*   **July 2024 – August 2024**
- Participated in CodeCamp Front-end Program and completed various projects using React, Redux, Electron, NGINX, Websocket and more.

PROJECTS

Tree Track | *React Native, Firebase*
- Mobile app made with React Native and Firebase for tracking plant growth.
- Implemented geolocation for putting plants on the map.
- Used Cloud Firestore for database.
- Authentication is handled by Firebase Auth.

React Spider Solitare | *React.js, TypeScript*
- Spider solitare game implementation in React.js.
- Created my own Redux-like state management system using the observer pattern.

Ray Tracer | *C#, .NET*
- Created a ray tracer from scratch using .NET.
- Implemented shading, shadows, reflection and refraction.

MPI Bilinear Image Scaling | *C*
- Parallel program made using MPI library in C for image resolution upscaling and downscaling.
- Implemented bilinear interpolation algorithm to calculate new pixel values.
- Also made an NVIDIA CUDA implementation which utilizes the GPU.

Chinese Checkers AI | *Java*
- Chinese checkers game implementation in Java.
- Implemented adversarial search algorithm for the agents' AI.
- Calculated center of gravity and standard deviation of the pieces for heuristic function utilities.