

# EGE ERDOGAN

## Computer Engineering Student

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in ege-erdogan

ege-erdogan

Last updated May 30, 2020. For the latest version, see: <https://erdogan.dev/resume>

## OBJECTIVE

**Short-term:** To obtain a summer internship in the field of software development to gain practical experience and work with a team on challenging problems.

**Long-term:** To improve myself as a software developer and work with technologies affecting people's lives for the good.

## EDUCATION

Koc University

Computer Engineering (GPA = 3.38 / 4.0)

2017 -

Uskudar American Academy

High School

2012 - 2017

## TECHNICAL SKILLS

### Languages

- Java, Ruby, Python, JavaScript, Racket, SQL, HTML/CSS, MIPS Assembly, MATLAB

### Tools / Platforms

- Software development: Git, UML, design patterns
- Cloud platforms: AWS, IBM Cloud, Heroku
- Other:  $\text{\LaTeX}$

### Frameworks/Libraries

- Back-end: Spring, Rails
- Front-end: Bootstrap, Semantic UI

### Areas of interest

- Web development, computer networks, machine learning, theoretical computer science

## ACTIVITIES

Koc University Entrepreneurship Club

Volunteered as a mentor for the Zero to One '19 Conference.

2018 -

UAA Percussion Group

Part of the school percussion group. Gave concerts in Brussels, Istanbul, Ankara, and Izmir.

2013 - 2016

## HOBBIES

- Maintaining a blog where I occasionally write about topics that interest me.
- Like to read about the history of computing.
- Basketball and cycling fan.

## EXPERIENCE

### IBM

#### Intern

July 2019

Istanbul, Turkey

- Worked as an intern with the IBM Cloud & Cognitive team.
- Gained experience with IBM Cloud. Worked with other interns on chatbot and music generation projects.

### Bitlo Cryptocurrency Exchange

#### Software Development Intern

Feb. - Apr. 2018

Istanbul, Turkey

- Worked with Java and Spring Framework.

## PROJECTS

### Course Projects

- <https://erdogan.dev/coursework>.
- Group and individual course projects in topics such as operating systems and computer networks, and computer architecture.

### Brick-Breaking Game in Java

- Built a brick-breaking game in a group of 5 students for the Software Engineering course (Fall 2019). Features included user authentication, persistence, and animations.
- Worked with Java Swing libraries for visuals, and MongoDB for storage.

### Music Generation with Neural Networks

- Built a music generation model working as a team with other interns in the IBM Cloud & Cognitive team.
- Also built a website to display samples generated by the model.

### Chatbot for IBM New Hires

- Worked on a project with other interns on building a chatbot for answering questions asked by IBM's new hires, using the IBM Watson Assistant platform.

### News Scraping Website ([hackrdr.com](https://hackrdr.com))

- Built a news website as a solo project that scrapes and displays content from *Hacker News*, *r/programming*, and *Slashdot*.
- Includes user registration and ability to save posts.
- Ruby, Rails, HTML, CSS, Bootstrap