



Elif Aslan

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ABOUT ME

I completed my Bachelor's degree in Computer Engineering at Kocaeli University. I have developed hands-on projects using modern web technologies such as JavaScript, React, and Node.js, and I have programming experience in Java, C, and C#. I have worked with both SQL (MySQL, PostgreSQL) and NoSQL (MongoDB) databases. Throughout the projects I've been involved in, I gained experience with tools like Git, Docker, and CI/CD pipelines. In addition to web development, I am also interested in machine learning and data analytics. My goal is to continue my career as a versatile engineer who is open to learning and capable of developing innovative solutions.

EDUCATION AND TRAINING

Computer Engineering

Kocaeli University [20/09/2021 – 02/07/2025]

City: Kocaeli | **Country:** Türkiye | **Website:** <https://www.kocaeli.edu.tr/en/> | **Final grade:** 3.28

I graduated from the Computer Engineering program at Kocaeli University. During my studies, I focused on subjects such as computer architecture, software development, and algorithm analysis. I had the opportunity to apply my theoretical knowledge through real-world projects. Additionally, I actively participated in research activities to explore new technologies and enhance my analytical skills. This experience has helped me build a strong foundation for a career in computer engineering.

LANGUAGE SKILLS

Mother tongue(s): Turkish

Other language(s):

English

LISTENING C1 **READING** C1 **WRITING** C1

SPOKEN PRODUCTION B2 **SPOKEN INTERACTION** B2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

DRIVING LICENCE

Driving Licence: AM

Driving Licence: B

WORK EXPERIENCE

OBSS Technology – Istanbul, Türkiye

City: Istanbul | **Country:** Türkiye

Frontend Developer Intern

[22/07/2024 – 02/09/2024]

During my frontend-focused internship, I worked on designing and developing user-friendly interfaces using React and modern web technologies. In the projects I developed during this time, I focused on creating intuitive game interfaces, while also optimizing game mechanics and user interaction. Additionally, I gained experience working with WebGL technology to develop applications with 3D graphics and used Electron to create desktop applications.

 **XYZ Technology** – Istanbul, Türkiye

City: Istanbul | Country: Türkiye

Software Developer Intern

[01/08/2023 – 01/09/2023]

During my backend-focused internship using .NET technologies, I worked with a teammate on a project where we ensured the synchronization of backend and frontend error codes. Through this project, I gained hands-on experience in REST API design, JSON data formatting, and the MVC architecture. Working as part of a team not only improved my technical skills but also contributed to the development of my collaboration and communication abilities.

PROJECTS

Memoir Blog

Memoir is a digital journal that allows users to keep personal blogs in their own style and privately, with the option to create and share collages from selected entries.

Link: memoir.ifisnot.com

Contact Form Management System

This contact form management system was developed using React for the frontend, with a focus on creating a user-friendly interface for handling user submissions. It includes authentication and authorization features to ensure secure access and control over form data. The backend integration was built with Node.js and Express, leveraging MongoDB for data storage.

Link: <https://github.com/elifasInn/-Contact-Form-Management-System>

Error Synchronization

This program automatically synchronizes error codes between the frontend UI and the API. It is developed using C# and .NET. The program checks the error codes in the backend and ensures that obsolete or updated error codes are removed from the frontend code. Additionally, it reflects new error codes to the frontend, ensuring that the application remains compatible with the backend.

Link: <https://github.com/OttomanBull/ErrorSynchronizationProject>

Academic Search

The Academic Search project aims to provide researchers and students with a convenient way to access academic publications. It utilizes web scraping techniques to collect information from Google Scholar and stores it in a MongoDB database. Users can interact with the data through a web interface, allowing them to search, browse, and filter publications based on various criteria.

Link: <https://github.com/elifasInn/-Academic-Article-Suggestion-System>

HONOURS AND AWARDS

[08/05/2025] TÜBİTAK 2209-A Research Project Grant

RAG AND LARGE LANGUAGE MODEL SUPPORTED ORIGINAL PROJECT IDEA GENERATOR

Developed a system that leverages Retrieval-Augmented Generation (RAG) and Large Language Models (LLM) to generate original project ideas in the field of Computer Science. The project utilizes web-scraped scientific article summaries and Meta's LLaMA-3 model to support idea generation for academics, companies, and students.

VOLUNTEERING

IEEE CS TEAM MEMBER

I actively participated in the web development team for about a year. During this time, I worked on various projects aimed at improving the user experience and enhancing the functionality of our university's IEEE website. As a team, we developed projects with goals such as modernizing the site's design, improving page loading speeds, and increasing mobile compatibility