

ELIF LALE

COMPUTER ENGINEERING STUDENT

CONTACT

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 Middle East Technical University,
Ankara/Turkey

SKILLS

C++/C

Python

ReactJS,/JavaScript/TypeScript

Unity/C#

Linux

EDUCATION

Computer Engineering Bachelor's Degree

Middle East Technical University

2019-2025

I am a 4th-year computer engineering student. I am a member of the Artificial Intelligence Society and the Amateur Photography Society.

LANGUAGES

Turkish

English

German

PROFILE

I am a 4th-year computer engineering student at METU (Middle East Technical University). My top priority is to learn new things and gain experience. I enjoy working as a team, hearing ideas from everyone, and laughing. I like it better when things get harder.

cGPA: 3.11/4.0

WORK EXPERIENCE

Front-End Developer

E-Kalite Turboard August 2022 - October 2022

I completed my mandatory summer internship at Turboard, where I contributed to the project the company was working on using JavaScript and VueJS. In this long-term project that has been ongoing for 6 years, I learned the nuances of making small additions to a large project, writing readable code, and being able to understand and work with existing code.

Avionics Team Member

ITU Apis R&D Team October 2022 - July 2023

At Istanbul Technical University, I worked on image processing as a member of the competition team called APIS. I used Python, OpenCV, and Tensorflow for a project that aimed to perform object detection and tracking on an unmanned aerial vehicle. I was involved in running the model using Jetson Nano and Raspberry Pi 4.

Game Developer

Deplike July 2023 - September 2023

During my internship at Deplike, I contributed to a guitar teaching game application using Unity and C#. While at this company, I, along with other interns, embarked on a new game project as a team. During this period, our goal was to write clean code adhering to SOLID and OOP principles. We used Git to merge our code and tracked the project's progress, following the Agile methodology.

Full Stack Developer

Neural Bridge AI September 2023 - Present

Leveraging ReactJS, TypeScript, and Python, our team of three software engineers developed 'YOL', a sophisticated tool designed to streamline the code flow tracing process for Python projects. This initiative enhances collaborative coding efforts and ensures greater efficiency. 'YOL' is readily accessible on PyPI for integration into development workflows.