ERALP ÇOLAK-SOFTWARE DEVELOPER

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ABOUT ME

I am a forth-year Computer Engineering student at Dokuz Eylül University with a strong interest in technology and problem-solving. I am open to learning new concepts and improving my skills through both academic and practical experiences. I value collaboration and enjoy sharing what I know with others, as I believe knowledge grows when it is exchanged. With this mindset, I aim to contribute to innovative projects where I can both develop myself and create value for my team.

EDUCATION

- Darıca Science High School (2016-2020)
- Dokuz Eylül University (2020-Present)

EXPERIENCES

Computer Engineer Intern in Lime Technologies (2025 July-2025 August, 30 Working Days)

At Lime Technologies, a company focused on simplifying logistics operations, I worked as a Back-End Developer within a collaborative team. Our main project was designing and developing a ChatBot system powered by Large Language Models (Gemma 3) and various NLP libraries, capable of responding to customer queries through a web interface. The ChatBot was integrated with a live support option, allowing customers to easily connect with a human representative whenever automated responses were insufficient.

In this project, I contributed to building and maintaining the backend infrastructure using Python and PHP, while also ensuring smooth integration with the React-based frontend. The system was deployed on an Ubuntu Server, running behind an Nginx reverse-proxy for scalability and security. Additionally, we utilized a Chroma vector database for semantic search capabilities and a PostgreSQL relational database for structured data management. This experience allowed me to strengthen my expertise in backend development, system integration, and deploying AI-driven solutions in real-world applications.

PROJECTS

Translation Accuracy Calculator (2024 July-2024 August)

A Python console application that takes two inputs: the original Turkish text and its translated English version. The application processes the texts using both English and Turkish NLP tools and outputs centrality measures and corresponding metrics. At the end of the program, two graphs representing the original and translated texts are printed, visualizing the connections between characters.

- Technologies: Python, spaCy, Zemberek

LoL Build Website (2024 November-2025 January)

An interactive web application that provides users better guidance in the game *League of Legends*. Users can create their own builds and publish them. They can view all other builds that have been published and like them. The most liked builds appear at the top, so other users can ensure that those builds have provided better results in the game. If a user likes a build, it gets stored in their favorite builds section. Users can create an account, log in, and delete their account.

- Technologies: Java, Spring Framework, JavaScript, HTML, CSS

Todo App (2025 January- 2025 February)

A full-stack Todo application built with React, Express.js, TypeScript, PostgreSQL, and Prisma. The app supports JWT-based authentication, user-specific todo management.

LANGUAGES

- Turkish (Native)
- English (C1)