Şükrü Eren **Gökırmak**

Ankara, Türkiye

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Education

Bilkent University   *Ankara, Türkiye*

B.S. In Computer Engineering   *Sep. 2022 - Present*

- Received the **Outstanding Achievement Award** for achieving a rank of **8th** in the cohort of 2022 during the 2022-2023 academic year. For this achivement, I was awarded a **merit scholarship** covering 100% of my tuition fee for the 2023-2024 academic year.
- **High honors** student for all semesters thus far.
- GPA: 3.71 / 4.00

Roskilde University   *Roskilde, Denmark*

ERASMUS+ Student Mobility   *Feb. 2025 - Jun. 2025*

- Successfully adapted to a different country and culture for a 5-month period.
- Completed all attended courses successfully.

TED Isparta College   *Isparta, Türkiye*

High School   *Sep. 2018 - Jun. 2022*

- Graduated with a grade of 96.62/100 in the area of mathematics and natural sciences.
- Member of the Model United Nations (MUN) and music clubs.

Extracurricular Activity

BILSEN   *Ankara, Türkiye*

Research Volunteer   *Nov. 2025 - Present*

- Doing research regarding Software Engineering, more specifically regarding Code Comment Smells.
- Collaborating with Semih Çağlar on a research paper under the supervision of Assoc. Prof. Eray Tüzün.

Experience

ASELSAN   *Ankara, Türkiye*

Internship   *Jul. 2025 - Aug. 2025*

- Wrote software qualification tests in **Python** to validate the behavior of in-house hardware testing suites.
- Worked on porting an existing desktop application for an in-house Software code Coverage Analysis (SCA) tool to a web application using **.NET Framework** and **JQuery**.

JeoIT   *Ankara, Türkiye*

Internship   *Jun. 2024 - Aug. 2024*

- Implemented a simulation of employees of a coffee shop, using the **ML-Agents** package in **Unity**.
- Provided a simple method of using audio as observation data for the agents in the simulation. Additionally, I enhanced this method using the **Steam Audio** package, which handles sound occlusion, transmission through obstacles, etc.

Honors & Awards

2025	**High Honors**, Bilkent 2024-2025 Academic Year	*Ankara, Türkiye*
2024	**High Honors**, Bilkent 2023-2024 Academic Year	*Ankara, Türkiye*
2023	**Outstanding Achievement Award**, Bilkent 2022-2023 Academic Year	*Ankara, Türkiye*
2023	**High Honors**, Bilkent 2022-2023 Academic Year	*Ankara, Türkiye*

Projects

Hipograf   *Ankara, Türkiye*

Core Member   *Sep. 2025 - Present*

- Hipograf is a health information visualization tool, developed as part of the CS 491 Senior Design Project course. It is designed to provide better health visualization for all medical institutions in Türkiye.
- Implementing visualization tools using **React** and **Flask**.

Bilkent Information Office System (BIOS) *Ankara, Türkiye*

Core Member *Sep. 2024 - Jan. 2025*

- BIOS is a web application designed to aid the work of the Bilkent Information Office. It offers schools and individuals from outside of Bilkent University to apply for school tours.
- Implemented functionalities related to management and authentication of the users, taking advantage of the **Microsoft Identity Framework**.
- Designed various parts of the frontend and backend for the application using **React** and **.NET Core**.

Bahçeden *Ankara, Türkiye*

Core Member *Feb. 2023 - Jun. 2023*

- Bahçeden is an Android application that allows agricultural producers to list and sell their produce. In addition to enlisting produce, the application also provides its users with analytics about their profits and losses and gives price recommendations.
- Designed and implemented the application's front end using **Android's XML library**, **Java**, and the **Android developer tools**. I also wired the connection between the back end of the application to the UI using the **Retrofit** HTTP request library in Java.

Skills

Back-end	Flask, Express.js, .NET Core, REST API
Front-end	React, HTML5, CSS, JavaFX, Android Studio
Languages	Python, Java, C#, JavaScript, C++, Rust
Dev Tools	Linux, Git/GitHub, Bash, Docker, LaTeX