Eren Sulutas

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EDUCATION

Carleton University September 2018 – April 2023

Bachelor of Computer Science (Honours)

- Third Year Standing, CGPA 12.0/12.0 (A+)
- Minor in Mathematics

AVAILABILITY

Available for 4 months beginning May 2021

WORK AND VOLUNTEER EXPERIENCE

Statistics Canada

Full Stack Software Developer Co-op | Java & Spring June 2020 – December 2020

- Produced high quality code as a full stack developer in an Agile environment on the Statistical Building Register team to build a cloud native system used for record processing and analysis
- Proposed various feature implementations through writing clear technical elaborations outlining program control flows and detailing designs through UML diagrams
- Optimized project components through rigorous refactors to ensure longevity and sustainability of the systems
- Created unit tests to guarantee sections of the application functioned as intended and without fault

cuHacking 2021 Hackathon

Hacker Experience Team Lead September 2019 – Present

- Coordinated with team members to host online events during the summer and school year to increase cuHacking's online presence during a time without in-person interaction
- Arranged frequent meetings to discuss team tasks and progressively organize various workshops and events held in online formats

SKILLS

Technical Skills

- **Languages:** Java, Python, C, C++, JavaScript
- **Software:** Visual Studio Code, IntelliJ, PyCharm, Git
- **Data:** SQL, Liquibase, MongoDB
- **Web:** Node.js, Express, Thymeleaf, jQuery, HTML, CSS
- **Testing:** JUnit, Mockito

Communication Skills

- Fluent in English, French, and Turkish: oral, written, and writing
- French-language DELF B2 Certification

PROJECTS (GITHUB.COM/ESULU)

Hackathon Facial Recognition Website – (HTML, CSS, JavaScript, Python) February 2019

- Created a user-friendly website that compares the facial features between a user-uploaded image and a default image using a machine learning library to determine a match
- Collaborated in a team of four members to complete the project within the 24-hour timeframe of the 2019 cuHacking hackathon
- Created and managed a test server to identify and debug issues prior to deploying team contributions to the live server

PROJECTS CONTINUED

Personal Portfolio Website – (HTML, CSS, JavaScript) May 2019 – June 2019

- Designed and developed a responsive website to showcase my skills and projects
- Researched and experimented with various libraries to determine the proper tools required for the project

Wikipedia Solver – (Python) April 2019 – May 2019

- Built a program that utilized a breadth-first search algorithm and the queue data structure to compute the lowest number of links required to traverse any two Wikipedia pages
- Implemented a web crawler using the urllib module that efficiently reads valid links presented on the traversed Wikipedia pages to improve the overall effectiveness of the program

Tuition Visualizer – (Python) July 2019

- Developed a means of converting Ontario undergraduate tuition fee data into an easily readable figure that displays various fees by field of study over the years of the conducted study
- Provided concise documentation and included a readme file that further detailed program functionality as well as explained the installation process to produce the same results
- Project was assembled using the Bokeh visualization library and data from Statistics Canada

BlockedList Implementation – (Java) October 2019

- Implemented a BlockedList data structure that makes use of a circular array-backed deque known as an ArrayDeque containing blocks of additional ArrayDeques in order to perform operations within a factor of the specified block size
- The get(i) and set(i, x) operations run in O(1) time per operation and the add(i, x) and remove(i) operations run in O(b + min{i, n-i}/b) amortized time per operation where b is the block size
- Utilized object-oriented programming principles such as inheritance and polymorphism to improve code reusability in addition to making use of Java generics

Counter-Strike Performance Tracker Website – (HTML, CSS, JavaScript) May 2020

- Developed a website to display player performance statistics for the online game Counter-Strike: Global Offensive using information provided by an API via a username search feature
- Developed using the Vue.js framework to facilitate front-end development and the Heroku cloud platform to host the page

DayZero Zombie Shooter Game – (Processing) May 2018 – June 2018

- Coordinated with a partner to develop an arcade shooter that utilized object-oriented programming principles such as inheritance and polymorphism to improve code reusability
- Constructed the visual and user experience aspects of the game including the user interface, HUD, and the leaderboard along with the data management associated with gameplay statistics
- Ensured strict deadlines were met by frequently maintaining and updating a Gantt Chart to determine individual tasks and prioritize future updates

Battleship – (Java) May 2017 – June 2017

- Programmed a fully playable text-based game of Battleship wherein modular programming techniques were in use to structure the program in a logical manner
- Implemented a computer-controlled enemy player with varying difficulties that systematically chose ship placements and computed offensive coordinates depending on the specified difficulty level