

Eren Sulutas

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EDUCATION

Carleton University

September 2018 – April 2023

Bachelor of Computer Science (Honours), Co-op option

- Second Year Standing, CGPA 12.0/12.0 (A+)
- 2019 Deans' Honour List

AVAILABILITY

Available for 4 or 8 months beginning May 2020

SKILLS

Technical Skills

- **Languages:** Python, Java, C, JavaScript, HTML, CSS
- **Operating Systems:** Windows, Linux
- **Software:** Visual Studio Code, Visual Studio, IntelliJ, PyCharm, GitHub, Git, Unity
- **Data:** XML, JSON

Communication Skills

- Fluent in English, French, and Turkish: oral, written, and writing
- French-language DELF B2 Certification
- Presented at a high school to inform and encourage students to participate in the cuHacking 2020 hackathon event

PROJECTS (GITHUB.COM/ESULU)

Personal Portfolio Website – (HTML, CSS, JavaScript)

May 2018 – Present

- 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

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 before deploying team contributions to the live server

PROJECTS CONTINUED

DayZero Zombie Shooter Game – (Processing)

May 2018 – Jun 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

Tuition Fee Visualization – (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

Battleship – (Java)

May 2017 – Jun 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 difficulty level

WORK AND VOLUNTEER EXPERIENCE

cuHacking 2020 Hackathon

Hacker Experience Coordinator

September 2019 – Present

- Coordinated with team members to organize various workshops during the school year to increase cuHacking's involvement and presence on campus
- Attended weekly meetings to discuss team tasks and progressively organize the event schedule to prepare for the hackathon in February

Foster Farm Community Centre

Community Kitchen Volunteer

June 2016 – Present

- Provided efficient service in a fast-paced environment by effectively prioritizing the most significant tasks
- Maintained a clean work area and reduced food waste with constant upkeep and storage of excess foods for future consumption

Walmart Inc.

Customer Experience Sales Associate

May 2019 – July 2019

- Quickly identified customer needs to recommend relevant offerings by keeping track of inventory and item specifications
- Organized inventory precisely with a keen attention to detail to ensure aisles were well maintained in an orderly fashion
- Frequently communicated with management to determine effective methods to promote sales