

PERSONAL INFORMATION



Fazilet Simge ER

📍 Ankara, Turkey

☎ +90 538 870 52 52

✉ fsimgeer@gmail.com

🌐 linkedin.com/in/fazilet-simge-er

🐙 github.com/fsimgeer

🌐 fsimgeer.github.io/

📅 Date of birth 28/10/1998

EDUCATION AND TRAINING

2016 – 2020

Bachelor's Degree

Bilkent University, Ankara, Turkey

Faculty of Engineering, Computer Science

- Algorithms and Programming I/II,
- Fundamental Structures of Computer Engineering I/II,
- Logic Design,
- Computer Architecture,
- Programming Languages,
- Object-Oriented Software Engineering,
- Operating Systems,
- Database Systems,
- Web Design,
- Algorithms,
- Artificial Intelligence,
- Computer Graphics,
- Numerical Computation,
- Automata Theory and Formal Languages,
- Software Engineering Project Management,
- Application Lifecycle Management

WORK EXPERIENCE

2019

Summer Intern

Acrome Robotics, Istanbul, Turkey – Internship

- Acrome stands for Accessible Robotics Mechatronics and the company was founded in 2013. Acrome is a company which offers robotics-mechatronics systems design and control solutions for industrial and educational use.
- I worked as a summer intern at Acrome Robotics from 23/06/2019 to 09/08/2019.
- My duty was to re-write the company's entire website. Original website was in .NET; I ported the whole website and all its services to React, Next.js and Strapi.

2018

Summer Intern

NetDataSoft, Ankara, Turkey – Internship

- NetDataSoft is a company which provides service in the field of software and information technologies, both nationally and internationally. They mostly work on file storage and synchronization services, and tracking systems.
- I worked as a summer intern at NetDataSoft in the "Software Development" team from 30/07/2018 to 17/09/2018.
- My duties started with studying C# and making small applications using it. During the process, I also studied one of the company's products, which is a vehicle tracking system, and did checks on the system when there was an unusual movement in one of the registered vehicles later on. I also learned to use SQL and edit a database's properties, and how the company applied them in their works.

PERSONAL SKILLS

Mother tongue(s) Turkish

Other language(s)

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	C2	C2	C1	C2	C2
Japanese	A2	A2	A1	A1	A1

Communication skills

- Good communication skills gained through my interactions with colleagues.

Organizational / management skills

- I am good at planning and organization. I am self-disciplined.

Job-related skills

- Proficient in: Java, C#, JavaScript, HTML, React, MATLAB
- Advanced in: C, Python, Angular
- Intermediate in: Godot, C++, SQL

Digital skills

- Can efficiently use Microsoft Office programs and various IDEs such as Eclipse, DevC++, Visual Studio Code, Atom.

Other skills

- English – Turkish Translation
- Handiwork (etamin, modelling etc.)
- Volleyball, Basketball, Swimming, Tennis, Table Tennis
- Violin
- Computer Games

Driving license

B

ADDITIONAL INFORMATION

Projects

RISK: Digital Cut (2019):

The digital version of the classical board game “Risk”, written in Java. This project had started as a course project for Object-Oriented Software Programming class, but we continue it as a group of three people. The game is functional, and we will continue to add more functionalities in the future.

Rebuild Echo (2020):

A platformer puzzle game we developed as a group of 4. The original draft of the game was finalized in GGJ'20. We are planning to finish and publish the game to Steam in the predicable future.

Me, Myself, and I (2018):

A website about me as an individual which consists a main page and three subpages. The project was made by using Adobe Photoshop and Adobe Dreamweaver.

SoFarMSoGood (2020):

SoFarmSoGood is a software which intends to encourage farmers to produce and sell their harvests easier. It is a blockchain system which also aims to encourage local farmers who cannot exceed purchasing quota limit of huge companies, to create virtual cooperatives via the system and sell their crops to those big companies. This is a project which combines Blockchain, Hyperledger Composer, RESTful API and Angular.

Cityscape Generator (2018):

A WebGL program which generates a simple cityscape with the given house number and max number of stories.

CodeInt (2019):

CodeInt is a replica of LeetCode. Only the interactions with the database are implemented.

Crossword Solver (2017):

A program which solves New York Times' Daily 5x5 crossword puzzle.

FPGA Motor Game (2017):

A simple game written with System Verilog in Vivado Design Suite, using Basys3 and a Beti board. The player watches the movement of the motor on the Beti board and enters the code the rotation corresponds to. For each correct/incorrect answer, the 7-segment on the BASYS-3 board is updated.

BilMap (2016):

An android map application for Bilkent University with various attributes such as times and places for Bilkent University club events and floor plans of certain buildings.

Honors and awards

- Received honor certificates for my academic success in 2016.

Memberships

- **2016- 2018 Bilkent IEEE Student Branch Active Member:**
Worked in CS Fair, Mobile Days and many more.
- **2016-2017 Bilkent Carting Club Active Member:**
Worked in Car Racings as a part of the organization team.

Academic and Social Activities

- **2016-2017 Mobile Days - Bilkent IEEE Student Branch**
As a part of the Organization Team.
Mobile Days is an international conference gathering everyone who are interested in mobile technologies.
- **2017 Ankara Vintage Car Racing**
As a volunteer from Bilkent Go-Kart Club
- **2018 Aksaray Vintage Car Racing**
As a volunteer from Bilkent Go-Kart Club.

Research Interests

Computer Graphics, Web Development, Game Development, Artificial Intelligence, Cyber Security