

Gizem Tuğuz

Eskişehir, Türkiye | gizemtuguz@gmail.com | +90 (506) 848 9115
gizemtuguz.vercel.app | linkedin.com/in/gizem-tuguz | github.com/gizemtuguz

Objective

Motivated Computer Engineering student with a strong foundation in software development, technical projects, and collaborative design. Passionate about game programming and machine learning, with skills in programming, project management, and teamwork. Seeking a software developer role to create impactful solutions while fostering innovation and continuous growth.

Education

Eskişehir Technical University, Computer Engineering *Sept 2022 – Present*
• GPA: 2.59/4.0 (Transcript)

Experience

Software Development Intern, Epati Siber Güvenlik – Mersin, Turkey *June 2024 – Aug 2024*
• Built a website-integrated chatbot to automate FAQs and reduce customer support load.
• Designed the chatbot's frontend (HTML/CSS/JS) and integrated it with a Flask backend.
• Improved response accuracy by 20% through Python-based data cleaning and preprocessing.
• Worked closely with senior developers to debug, secure, and optimize the system.

Chair, IEEE Eskişehir Teknik Üniversitesi Student Branch *Jun 2025 – Present*
• Elected as Chair in 2025 after serving as PR Coordinator and active member since 2022.
• Oversee all branch activities, strategy, and inter-committee coordination.

PR Coordinator, IEEE Eskişehir Teknik Üniversitesi Student Branch *Aug 2024 – Jun 2025*
• Organized and promoted university events, including webinars and technical sessions, with prominent companies such as Turkish Airlines.
• Developed social media strategies to increase engagement, particularly on Instagram and LinkedIn, significantly boosting the student branch's visibility.

Member, IEEE ESTU Computer Society *Sept 2022 – Present*
• Joined technical events and knowledge-sharing activities in Computer Society.

Athletic Experience

Professional Basketball Player, National Team, Turkey *2016 – 2018*
• Demonstrated strong discipline, time management, and the ability to perform under pressure, which transferred into professional and academic achievements.

Professional Basketball Player, İnanc Spor Kulübü, Turkey *2015 – 2020*
• Played as power forward, contributing significantly to the team's success through scoring, defense, and leadership on the court.
• Awarded **Regional 1st Place** and **National Ranking in Turkey**, strengthening professional sports career.

Projects

3D Top-Down Survival Game

- Developed a 3D survival game with a top-down perspective, featuring resource management, enemy waves, and procedural challenges
- Designed and created custom 3D assets in Blender and implemented immersive gameplay mechanics
- Tools Used: Blender, Unity, C#

Article Submission Website

- Built a full-stack web platform for users to submit, review, and manage articles, complete with authentication and admin features
- Designed a user-friendly interface and implemented dynamic functionalities using JavaScript and Python back-end
- Tools Used: HTML, CSS, JavaScript, Python, MySQL

Machine Learning-Based Fake News Detection

- Designed and implemented a fake news detection system using advanced natural language processing techniques
- Leveraged pre-trained Transformer models to analyze and classify news articles with high accuracy
- Tools Used: Python, Transformers

Interactive Portfolio Website

- Developed a responsive portfolio site showcasing projects with an interactive 3D navigation.
- Integrated Three.js with React and Tailwind CSS for a dynamic, modern UI experience.
- Tools Used: React, Three.js, Tailwind CSS

Certificates

Puplica Agile 101	May 2025
Supervised ML: Regression and Classification	February 2025
IEEEExtreme 18.0 Programming Competition	October 2024
AKRAD Amatör Telsizcilik Semineri	2024

Technologies

Languages:	Java, C#, SQL, Python, HTML, CSS, JavaScript, Assembly, C, C++ , Swift, React, TypeScript
Technologies:	Unity, Android Studio, Git, Microsoft Office, Canva, Notion, Adobe Photoshop, Illustrator
Spoken Languages:	English – Full professional, Turkish – Native, German – Beginner