

Güneş Başak Özgün

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Education

EPFL

Lausanne, Switzerland

MSc in Computer Science

Sept 2021- July 2023 (expected)

Related Coursework: Machine Learning, Digital Education, Information Systems and Security

SABANCI UNIVERSITY

Istanbul, Turkey

BSc in Computer Science and Mechatronics Engineering. GPA 3.96/4.0 2016 - 2021

Related Coursework: Database Systems, Artificial Intelligence, Operating Systems, Computer Networks, Software Engineering, Cryptography, Introduction to Data Science

Graduation Thesis: Application of Autoencoder Neural Networks for CFD Problems, supervised by Prof. Dr. Serhat Yeşilyurt

Awarded with tuition scholarships for outstanding GPA in four consecutive years

Technical Skills

Programming: C++ (Advanced), MATLAB (Advanced), Python (Advanced), SQL(Intermediate), React (Intermediate), HTML(Intermediate), Django (Intermediate), JavaScript (Beginner)

Experience in: Agile & Scrum, Kanban, Jira, Git

Work Experience

DENEBUNU

Istanbul, Turkey

Software Development Intern

Feb 2021 – June 2021

- Solved 40 backend problems and 7 bugs using **Django, HTML, Python, JavaScript** and **Git** on daily basis.
- Designed and implemented Press page displaying interviews and news articles published in the mainstream media about Denebunu. (<https://denebunu.com/press>)

SABANCI UNIVERSITY

Learning Assistant

Jan 2019 - May 2019 & Jan 2020 - May 2020

- Assisted CS204 Advanced Programming (C++) students with their course related questions and homework and coordinated office hour sections.

CARNEGIE MELLON UNIVERSITY

Pittsburgh PA, USA

Summer Intern

June 2019 - Aug 2019

- Designed and built a 3D printed prototype boat using **SolidWorks** which works with Magnetohydrodynamics propulsion under the supervision of Dr. Fatma Zeynep Temel.
- Conducted experiments to measure the characteristic and performance of the prototypes.
- Simulated the magnetic field distribution given the actuator design and force prediction in **MATLAB**.

Selected Projects

SABANCI UNIVERSITY

VIRAL Lab

Jan 2021 - Sept 2021

- Analyzed the scientific background of binaural music and the factors that affect the popularity of a binaural track on Spotify using **Python** under the supervision of Dr. Onur Varol.

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Software Engineering Course Project - Cook It Yourself

Sept 2020 - Jan 2021

- Built web and mobile applications for an e-commerce business using **Django, React and React Native, SQLite, Firebase** for notification system and **Recombee** to generate user specific product recommendations.
- Practiced **Agile & Scrum** methodologies and took responsibility as ScrumMaster during a sprint in a team of five.

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Application of Autoencoder Neural Networks for CFD Problems

Sept 2019 - June 2020

- Designed and implemented an Autoencoder Neural Network that predicts the optimal flow with root mean squared error of 3.2% and 1.83% for drag coefficient and lift coefficient, respectively for a given system by using **MATLAB** as the graduation thesis.

SABANCI UNIVERSITY

PURE (Program for Undergraduate Research)

June 2018 - Jan 2019

3D Finger Gesture Recognition Used in Manipulation of Floating Images

- Developed a program and algorithm in **C** used by Arduino device where user can adjust the clock and set alarm by using pre-defined hand gestures supervised by Prof.Dr. Ahmet Onat.

Voluntary Work

Civic Involvement Projects

Sept 2016 - June 2017

- Prepared the questions and answers of mind games to primary school kids and helped them to do critical thinking and advance their problem-solving skills.
- Visited an animal shelter in Tuzla and walked dogs every week for four months.

Language Skills and Interests

Language: Turkish (Native), English (Advanced), Spanish (Intermediate)

Interests: Playing piano (13 years), reading mythological novels, playing tennis