İLKNUR TAŞ
CANDIDATE COMPUTER ENGINEER

PERSONAL INFORMATION

I am a senior year computer engineering student at Kadir Has University. I am ambitious and passionate about continuous learning. I always try to stay up to date. Also, I am curious about the new technologies.

SKILLS & ABILITIES

Languages
English (Advanced)

Computer
C# and C, Python, Java, HTML+CSS, JavaScript, PHP, SQL, PLSQL

Activities & Hobbies
I like hiking, swimming, traveling, and discovering new cultures.

VITALS

Yeniköy, Sarıyer, Istanbul/ Turkey,34464|+905543125152| ilknur.tas@outlook.com|www.linkedin.com/in/ilknurtas|B Driving License

REFERENCES

Taner Arsan
Vice-Dean| Kadir Has University
arsan@khas.edu.tr
 +90 (212) 533 65 32
Gürhan Taşkaya
Managing partner | Gtech Company
gurhan.taskaya@gtech.com.tr
+90 532 780 33 64

EXPERIENCE

BIG DATA AND ANALYTICS INTERN
GTECH, DECEMBER 2020 - JANUARY 2021
Research about the APIs and installation of API and working on the documents to be presented to the customer.

INFORMATION TECHNOLOGY INTERN
VERIPARK, SEPTEMBER 2015 – JUNE 2016
Fixing hardware problems, installation, and testing of the operating system, editing documents.

EDUCATION

KADIR HAS UNIVERSITY
COMPUTER ENGINEERING|100% ENGLISH|2017 - 2022
Studying courses such as database management systems, software engineering, Java, C, Python. Developing mobile applications and creating a database with a group for school projects.

MONDRAGON UNIVERSITY(ERASMUS+)
COMPUTER SCIENCE|100% ENGLISH| 3,05/4
SEPTEMBER 2021-FEBRUARY 2022

RADOM ACADEMY OF ECONOMICS
ERASMUS+ |100% ENGLISH|3,85/4
MARCH 2020-JUNE 2020

PROJECTS

TEXT BASED ROLE-PLAYING GAME
That was a group project. Beginning of the game, we are creating a user and assign characteristic features. The user selects these features. In the next steps of the game, the user generates rooms by throwing dice, and base on the dice throwing, the user encounters some from different levels of enemies in those rooms. In encounter parts, we are throwing the dice to win or lose against our enemy or enemies.

FEED ME APPLICATION (FOR STRAY ANIMALS)
Feed Me application was developed for stray animals. This application keeps the location data of stray animals.

VOLUNTEERING

ERASMUS STUDENT NETWORK
Erasmus Student Network is an official organization established within the European Commission to contribute to the Erasmus program. My positions in ESN and ESN local since I joined that organization are as below:
09/2018-08/2021: Active Member, Section Webmaster
05/2019-02/2021: Section Vice president