John Gunerli

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EDUCATION

Georgia Institute of Technology

B.S. in Computer Science CGPA: 3.72

Graduating Dec 2023

EXPERIENCE

Georgia Institute of Technology

Aug 2022 - Present

 $Undergraduate\ Computer\ Vision\ Researcher-LIDAR\ Lab$

Atlanta, GA

Atlanta, GA

- Developed a computer vision script using OpenCV's HOG detector for whole-body detection.
- Implemented human detection and human distance detection through depth sensors with respect to the camera location, including accurately measuring the distance of detected humans.
- Contributed to the development of a real-time human detection system for CASSIE, the GT LIDAR Group's robot system for human trajectory detection.

Georgia Institute of Technology & Emory University

May 2022 - Sep 2022

Undergraduate Student Assistant: Software Development and Architecture

Remote

- o Designed and built a website from scratch using Typescript, Figma, and React.
- Presented the design to Georgia Tech and Emory University faculty for approval throughout the development process, meeting HIPAA standards and hosted at AWS.
- Gathered and evaluated information from faculty to tailor the website to their needs, including creating visualization dashboards and implementing secure authentication systems for researchers.

University of Georgia

May 2021 - Jun 2022

Undergraduate Student Assistant: Frontend Lead and Head of UI/UX

Athens, GA

- Acted as Frontend Development Lead and Undergraduate Student Assistant for the CiliaWeb project, an NSF-funded integrated platform for foundational and reproducible ciliary beat pattern analysis.
- Led a team of three people in the frontend development department for the project.
- Oversaw the complete redesign of the website using Figma, React, Ant Design, and Bootstrap.
- o Utilized Figma, React, and ExpressJS to create an improved user interface and user experience.

University of Georgia

Aug 2021 - Dec 2021

 $Undergraduate\ Robotics\ Researcher-HERO\ Lab$

Athens, GA

- Experienced with ClearPath Robotics' TurtleBot 2, Rover Robotics' OpenRover, and CMU's LoCoBot.
- Developed scripts to teleoperate and create simultaneous maps (SLAM) using gmapping software in ROS.
- Collaborated with graduate students and faculty to overcome challenges and troubleshoot research obstacles.

Peero

Jan 2021 – Aug 2021

Co-Founding Team & Startup Technical Program Manager

Remote

- Oversaw product development for the startup, managing projects involving software, hardware, and internal communication.
- Led product strategy and roadmap creation, working closely with the business team and in-house designer, including collaboration with CTO on technology development and software build decisions.
- Facilitated Agile development and made data-driven decisions to ensure the timely delivery of high-quality products.

Turkiye Is Bankasi

Sept 2020 - Oct 2020

Software Engineering Intern

Remote

- Completed an internship as a Software Engineer at the payment processing team at SoftTech, the software subsidiary of Turkiye Is Bankasi.
- Collaborated with a team of five software engineers on the development of a Point-of-Sale orchestration platform, utilizing MongoDB and .NET systems in the development process.
- Applied Angular and C# in the creation of a visual JSON connection program, utilizing the frontend and backend, respectively.

SKILLS SUMMARY

Languages: Python, C++20, Java, Julia, JavaScript/TypeScript, HTML/CSS

Packages: sklearn, Streamlit, Matplotlib, NumPy, BeautifulSoup, Pandas, OpenCV, transformers, JSON Tools: Figma, Sketch, Adobe XD, JIRA, Trello, ClickUp, Asana, AirTable, Notion, Linux/Unix

Areas of Focus: Human-Centered Computing (HCI, HRI), Artificial Intelligence (ML and CV)