

John Şanlı

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EDUCATION

University of California, Santa Cruz

Expected: June 2024

Bachelor of Sciences in Computer Science: Game Design

Bachelor of Sciences in Robotics

- 3.71 GPA
- 5 Times Dean's Term Honors

WORK EXPERIENCE

KCC Tech Walnut Creek, CA

June 2020 - August 2020

Research Intern

- Collected data and information from scholarly publications to include in explanatory theoretical and mathematical documentation provided to KCC Tech clients concerning various KCC networking products
- Drafted parts of published whitepaper for KCC Tech's PiMThor tool, an algorithm used to recognize the cause of lossy commercial networking equipment
- Exercised collaborative skills by working with electrical and computer engineers both in person and remotely

VOLUNTEER EXPERIENCE

Orinda Intermediate School Orinda, CA

October 2015 - May 2019

Assistant Instructor

- Collaborated with faculty to create curriculum for after school technology program using lessons from Mouse.org, a nonprofit organization that hopes to empower youth to enter STEM fields
- Taught a class of 40 middle schoolers basic programming logic using Scratch
- Managed 3D printing section of the course by preparing various models of 3D printers and teaching students how to create 3D files using tinkercad.
- Supervised and assisted with various hardware activities such as disassembling computers to identify their parts and use of circuitry teaching kits

SKILLS

Programming Languages

- Python, Java, Javascript, HTML, CSS, C, C++, C#, Bash, RISC-V, MIPS

Software

- Unity, Unreal Engine, Adobe Photoshop, Adobe Illustrator, Tinkercad, LaTeX

Various Technologies

- Git, Github, UNIX, VIM

Foreign Languages

- Turkish, French, Latin