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Kaan Keskin

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EXPERIENCE

Arçelik A.Ş. , Istanbul,TR — Project Member

OCTOBER 2017 - CURRENT

Project Member at Arçelik A.Ş. Atölye 4.0 Advanced Robotics Lab. Currently working on ROS (Robot Operating System) and the navigation stack on a custom AGV (Automated Guided Vehicle).

Arçelik A.Ş. , Istanbul,TR — *Intern*

JULY 2017 - AUGUST 2017

Having operations in durable consumer goods industry with production, marketing and after-sales services, Arçelik A.Ş. offers products and services around the world with its 30,000 employees, 18 different production facilities in 7 countries (Turkey, Romania, Russia, China, South Africa and Pakistan), its 34 sales and marketing companies in 32 countries all over the world and its 11 brands (Arçelik, Beko, Grundig, Blomberg, ElektraBregenz, Arctic, Leisure, Flavel, Defy , Dawlance and Altus) serving products and services in more than 145 countries.

Yeditepe University, Istanbul,TR — *Student Assistant*

APRIL 2016 - JUNE 2016

Helping students in computer labs and solving problems of computers.

Texas Roadhouse, Gatlinburg,TN — *Dish Machine Operator*

JULY 2014 - AUGUST 2014

Worked as Work and Travel (WAT) international student.

Had lots of friends from USA besides other countries including Serbia, Russia, China.

Operated the dish machine.

Supervised proper rinse and wash temperatures.

Stored and used dish chemicals properly.

Set up and organized the dish racks.

Exhibited teamwork.

Maydanoz Aquarium, Istanbul,TR — *Seller*

FEBRUARY 2012 - APRIL 2012

Worked after school.

Developed marketing skills.

SKILLS

Working knowledge:

AWK

BASH

C/C++

CSS

HTML

Java

Javascript

Node.js

Office Programs

Python

React.js

SQL

Basic knowledge:

C#

Go

LaTex

MATLAB

MongoDB

PHP

Photoshop

Processing

Ruby

Visual Basic

LANGUAGES

Turkish - Native

English - Advanced

German - Intermediate (B1)

EDUCATION

Yeditepe University, Istanbul,TR
Bachelor of Computer Engineering

SEPTEMBER 2013 - JANUARY 2018

Kartal Anatolian High School, Istanbul,TR
High School Diploma

SEPTEMBER 2009 - MAY 2013

PROJECTS

Tetris with Linked Lists - *CSE 211 - Data Structures Project*

Constructed a 2D linked list and programmed a colorful tetris console game using C++.

3D Modelling using Kinect Camera — *Summer Project (3 People Team Project)*

A 3D object modeled by cubes using OpenGL Coordinates of cubes gotten by Kinect Camera. A controllable actor cube is also added to the environment. Movement of the actor cube is blocked when a collision occurred with another cube.

Text Editor — *CSE 232 - Systems Programming Project (2 People Team Project)*

A simple vim-like text editor having cursor and command mode. In cursor mode, user can view the text using arrow keys. In command mode, user can select a command to add or delete a line from the text. ncurses library is used.

Raiden Fighters 2 — *CSE 212 - Software Development Methodologies Project*

A copy of Raiden Fighters 2, a 1997 scrolling shooter arcade game, is made using Java. The aim of the project was applying OOP concepts learned in the course.

Fair-share CPU Scheduling — *CSE 331 - Operating Systems Design Project (3 People Team Project)*

CPU scheduling algorithm of Linux 2.4 replaced by fair-share CPU scheduling. CPU is shared equally for groups and then shared among users in these groups and finally shared among processes belonging these users.

HOBBIES

Music

Theatre

Skiing

Watching Films & TV Series

Traveling

COMMUNITIES

Kartal Anatolian High School Alumni Association

Yeditepe University Computer Society

Yeditepe University Music Club

Yeditepe Rhythm Factory

Yeditepe University Music Club Choir

Yeditepe University Theatre Club

Yeditepe University Cinema Club

Interrail Turkiye

RSA Text Encryption — *CSE 344 - Software Engineering Project*
(4 People Team Project)

User asked to choose a text file and a key file to encrypt/decrypt the text file and the file is encrypted/decrypted. The aim of the project was applying software development cycle learned in the course. Project made in C++ and Qt framework used for GUI.

Push to Talk Communicator — *Summer Project*
(2 People Team Project)

A zello-like push to talk Android mobile application. The voice messages are coded with opus codec and transmitted over UDP. Node.js framework used in the server. Rooms, users and voice messages are stored on a MongoDB database.

C to Assembly Converter — *CSE 351 - Programming Languages Project*

A program that converts C code to Assembly code using lex and yacc tools.

Bookstore Management Application — *CSE 348 - Database Management Systems Project*

Database of a Bookstore is designed and proper data (customer names, branch names, salesman names etc.) gathered for the database and a GUI is designed for querying the database in Java.

Computer Laboratory Network Management Application — *CSE 471 - Data Communications and Computer Networks Project*

Network management application written in Java and C for computer laboratories in schools. In this scenario,

1. Lecturer can watch any of the students (TCP)
2. Lecturer can broadcast his/her screen to students (UDP)
3. Lecturer can control any of the students' computer. (Java Robot)
4. Lecturer can disable internet for any or all of the students (iptables)
5. Lecturer can block any site (HTTP Hijacking)

Internet Radio Player — *CSE 326 - Embedded Systems Programming*
(2 People Team Project)

An internet radio player for Beaglebone Black using Python. Radio list (with their URI, names and genres) and listened songs (with their singers, played radios and date) kept and maintained in a MYSQL database. Statistics like most listened songs, last listened songs, most listened genres etc. given to user by querying database. Application runs on a Apache web server with Python CGI. Bootstrap CSS framework used for responsiveness and better look.

AI for checkers-like game — *CSE 462 - Introduction to Artificial Intelligence*

Used minimax algorithm with alpha-beta pruning. Developed heuristics for better performance.

BİLMÖK 2018 Website

BİLMÖK (Bilgisayar Mühendisliği Öğrencileri Kongresi - Computer Engineering Students Congress) is the greatest student congress in Turkey. The website (https://bilmok.org.tr) is built and maintained by me and hosted on a GNU/Linux VPS. Registrations, universities and messages are kept in a MYSQL database. Registrations and universities are related so that participants could be queried according to their cities and/or universities. There were nearly 2200 registrations on the database..

BİLMÖK 2018 Vote Counter

At the end of every BİLMÖK (Bilgisayar Mühendisliği Öğrencileri Kongresi - Computer Engineering Students Congress) ballotings held for the new members of the board of directors and the board of supervisors. Also a balloting is held on the next congress to be held at which university. At the end of ballotings votes are counted on this app. The app is built with React.js frontend framework.

Autonomous WLAN Fingerprint Radio Map Creator Robot *CSE 492 - Engineering Project (on progress...)*

The literature indicates that there are couple of methods that can be used to estimate location via RSSI signal strength. Namely these are; triangulation, trilateration and fingerprinting. From the above, the latter one produces that best localization precision. However, fingerprinting has its own handicap, which entails the creation of the signal map of the environment. This is a cumbersome process and depending to the size of the indoor signal map creation can take from couple hours to couple of days to conclude. Furthermore, since most indoor-environments are dynamic, every and each time there is a small change in the surrounding are, the process needs to be repeated. Hence, this project proposes the development of an autonomous robot, which has a depth-sensing camera sensor and encoders on its wheels. Accordingly, the position of a robot can be tracked on a map using a SLAM (Simultaneous Localization and Mapping) system and the specific location signal data can be collected to create a WLAN fingerprint radio map. Lastly, the created fingerprint map will be used to identify user's location as a proof of concept and the results will be presented accordingly.