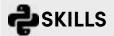
KAYHAN ERYILMAZ

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University of Illinois at Urbana-Champaign

Graduated May 2020
Bachelor of Science in
Industrial Engineering
Minor in Statistics



Python

Pandas

scikit-learn

Plotly

Pyspark

Tensorflow

HTML

lavascript

D3

Docker

InfluxDB

Grafana

RRDTool

Java

Android Studio

SQL

Tableau

SAS

R Studio

Excel

Adobe InDesign



English: Fluent

Chinese: Conversational

Japanese: Novice



TurkNet Communication Services Inc.

Data Scientist

Istanbul, Turkey Oct '20 - Present

- Designed and implemented a monitoring stack of TurkNet's average ping values regionally as a time series using RRDTool, InfluxDB, and Grafana
- Created a Tableau dashboard to report incorrect customer records, in order to help TurkNet's business units analyze and correct them
- Currently developing software to predict and reduce tickets times utilizing a Recurrent Neural Network using Tensorflow
- Continuing to work on research and development projects as a part of TurkNet's Data Science team

Big Data Intern

Jun '19 - Aug '19

- Implemented clustering and classification methods from scikit-learn and MLlib
 to predict what type of domain a user would visit given metrics such as location,
 time of day, and age
- Reviewed customer browsing history data across Turkey to map out regional browsing preferences and analyze differences

ISE Senior Design: Spraying Systems Co. Data Scientist

Champaign, IL Aug '19 - Dec '19

- Took on the research and development project for the VX-70 nozzle proposed by Spraying Systems Co. to create software that would predict product failure and evaluate pressure data as the ISE Department
- Implemented Isolation Forest Anomaly Detection to detect spray nozzle failures in advance and notify customers beforehand to prevent any halts in production
- Worked with two other ISE students and reported findings and overall progression to Spraying System Co. representatives and establish a project budget

UIUC Department of Computer Science

Champaign, IL Oct '20 - Present

CS 101 Course Assistant

- Worked with teaching assistants and other course assistants in lab sections to assist over 200 total students learning basic programming concepts in Python
- Held office hours in order to debug and explain assignments to students enrolled in the course that were inexperienced in programming

PROJECTS

Riot Games Player Statistics and Performance Tracking Android App

- Developed an Android app to track and gauge a given player's performance in the popular game League of Legends by Riot Games
- Collected player data through Riot Games API and calculated descriptive player statistics
- Designed the user interface in Android Studio and displayed relevant player information and performance graphs