# Baturay Kafkas

 $Ankara, T\"{u}rkiye \mid +90\ 507\ 100\ 06\ 41 \mid kfksbtry@gmail.com \mid linkedin.com/in/8607530422eee \mid github.com/kfksbtry@gmail.com \mid linkedin.com/kfksbtry@gmail.com/kfksbtry@g$ 

## EDUCATION

# **Hacettepe University**

Ankara

Bachelor of Science in Electrical and Electronics Engineering

Aug 2024 - Present

- Current Cumulative GPA: 3.78/4.
- Achieved the highest GPA among the classmates.

# Private Zafer College

Ankara

High School of Science

Aug 2020 - Jun 2024

• Graduation GPA: 98.89/100.

## Professional Experience

# Academic Peer (Planned)

Ankara

Hacettepe University

Planned Oct 2025 - Jan 2026

- Will give engineering students on-campus calculus courses within the syllabus under the Academic Peer Support Programme.
- Solved each question of the math exams held in the past using LaTeX and turned them into a book of two volumes consisting of around 250 pages.

#### Projects

# Research: Effect of Coronavirus Disease on Lung Capacity | Spirometry

Oct 2022 - Jan 2023

- Investigated the effect of coronavirus disease for the 2204-A High School Students Research Projects Competition held by the Scientific and Technological Research Council of Türkiye (TÜBİTAK).
- Related the disease and lung capacity using the spirometer device and plotting respiration graphs by examining 29 people.
- Compared Tidal Volume (TV), Inspiratory Reserve Volume (IRV), Expiratory Reserve Volume (ERV), Forced Vital Capacity (FVC), Total Lung Capacity (TLC) values obtained from the examinations.

## Computer Simulation: Smart Farming System | Lua, Roblox

Oct 2022 - Jan 2023

- Built a system to simulate a greenhouse application for the 2204-A competition.
- Ensured the server/client model to control the user interaction.
- Utilized the physical constraints provided by the engine to handle the mobile components.

# Developer Tools | Lua, Roblox

- Developed a plugin for programmers seeking the data of their code.
- Developed a plugin to adjust the borders of user interface objects for proper scaling.

## SKILLS

Languages: Turkish (native), English (upper-intermediate), French (pre-intermediate)

Programming Languages: Lua (proficient), C (intermediate), Luau (intermediate), Python (beginner), JavaScript (beginner)

(beginner)

Markup Languages: LaTeX, HTML

## TECHNICAL WRITING

Learning Lua Programming Language Syntax (Sep 2023)

• Published an in-depth article about the Lua syntax in Turkish, reaching 13.9K+ views.

Basic Data Types in Programming and Their Usage Areas (Dec 2023)

• Published an article about the Lua data types in Turkish, reaching 1.9K+ views.