**LOKMAN BATURAY EFE**

[E-Mail](mailto:lokman@lokmanefe.com) • [Portfolio](https://lokmanefe.com/) • [LinkedIn](https://www.linkedin.com/in/lokmanefe/) • [GitHub](https://github.com/lokicik)

Summary

Relentlessly curious and fueled by a limitless hunger to learn, I’m a 4th year Computer Engineering student on a mission to master the art of technology. I want to become a T-shaped person: focused expertise in my craft, with a wide reach of the bigger picture. If there’s something new to learn, you’ll find me at the front of the line.

Experience

**Planla.ai** Remote

AI Product Engineer (Node.js, AI Agents, Docker) Jul. 2025 – Present

* Building AI agents tailored to client-specific workflows and use cases.
* Developing and deploying microservices in a containerized architecture using Docker and Node.js.
* Automating internal tool generation and multi-agent orchestration pipelines.

**Trakya University** Edirne / Turkey

Part-time Student (Golang, MySQL, Automation Systems) Mar. 2025 – Jun. 2025

* Helped to develop an internal app for the university with Golang in IT Department.
* Took part in the automation processes to help Student Affairs Department.
* Provided technical support for Kampüs 4.0 across two different faculties at the university.

**CompanyDNA AI Inc.** Remote

Junior Backend Developer (Node.js, GraphQL, MySQL) Apr. 2024 – Apr. 2025

* Integrated 30+ apps to for the best customer experience.
* Developed a Slack bot for allowing users to access our chat functionalities directly from Slack.
* Optimized AI retrieval mechanisms and improved response accuracy significantly.

**CTO Lab** Remote

AI Product Engineer Intern (React, Tailwind CSS, OpenAI API) Jan. 2024 – Jun. 2024

* Utilized TypeScript and React to develop project LingoEdit.
* Implemented new document types with enhanced features using advanced AI-based solutions.
* Fixed 20+ bugs and created a new landing page, improving user engagement and user experience.

**Cosmos Institute** Edirne / Turkey

Artificial Intelligence Intern (Python, OpenCV, YOLO) Dec. 2023 – Jun. 2024

* Built a Flask API using Python to streamline ML and DL processes.
* Curated and processed datasets with 50000+ images.
* Fine-tuned an OCR model and improved performance.

Education

**Trakya University**, Bachelor’s Degree, Computer Engineering, 2022 – Expected 2026 (GPA: 3.43/4)

* Joined uni clubs: IEEE and GDG ([organized a workshop about RAG with 30+ participants](https://www.linkedin.com/posts/lokmanefe_learning-rag-ai-activity-7267583358342172674-Bq3A?utm_source=share&utm_medium=member_desktop) and [a computer vision workshop](https://www.linkedin.com/posts/lokmanefe_etkinlik-roboflow-opencv-activity-7300715313543708672-R1Bj?utm_source=share&utm_medium=member_desktop&rcm=ACoAAD0RluoBnkpXHmzoPRdqyX4_SVsyCCfr3OQ)).
* Took part while organizing events like [DevFest Edirne’24](https://www.linkedin.com/feed/update/urn:li:activity:7276652760148701184/) and [GameJam 2077.](https://www.linkedin.com/posts/pehlivna_bug%C3%BCn-ieee-trakya-computer-society-olarak-activity-7009941957699383296-g5KF/?utm_source=share&utm_medium=member_desktop)
* Developing [a website](https://github.com/GDG-on-Campus-Trakya/GDG-on-Campus-Trakya-Website) with Next.js 14 and Firebase for GDG On Campus Trakya University.

What Makes Me Unique

* I can speak some German (A1) and Japanese (I can understand anime dialogues).
* I can make very appealing bird sounds.
* Every Summer I finish the video game series “King’s Bounty”.
* I can sing better than the average person but not too much.
* I was a Mehterbaşı 2 times in a row for 2 years in middle school.