# Kerem Yilmaz

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*GitHub - LinkedIn*

## EDUCATION

**BSc. in Computer Science**                                            2016-2020 (expected)
*Bilkent University*
   CGPA: 3.51/4.00

## WORK EXPERIENCE

**Data Scientist**                                            11.11.2018 - 21.02.2019
*Databoss Security & Analytics, Part-time*
   I worked on Natural Language Processing (NLP) and Named Entity Recognition (NER) on noisy data.

**Internship**                                            18.08.2018-18.10.2018
*Apps, Full-time*
   During my internship I've continued 2 projects dealing with Word2Vec models and Handwritten Character Recognition on Android. I've done some tests for BiletAll app and wrote a report with suggestions about bots and players' success ratings for A Word's upcoming multiplayer modes.

## SKILLS

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| *Languages* | Turkish (mother tongue), English (fluent), German (beginner) |
| *Programming Languages* | Intermediate: Python, Java, C++, MATLAB, LaTeX <br> Beginner: JavaScript, PHP, Perl, C, SystemVerilog |

## ACHIEVEMENTS

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| *Certificates* | PHYS101 Best Project Certificate (Proving Kepler's Laws) <br> Participation Certificate: NVIDIA DLI Workshop, 2017 <br> Bilkent University High Honor Certificate, 2016-2017 Fall <br> Cambridge University FCE English Exam, Pass with Merit <br> Cambridge University PET English Exam, Pass <br> Cambridge University KET English Exam, Pass with Merit |
| *Achievements* | - 3rd Place out of 30, Team "Hai", ING Bank Hackathon 2017 <br> - Bilkent University Comprehensive Scholarship Student, 2016-present <br> - $1,151^{st}$ among around 2.2 million students in YGS-LYS, university entrance exam, 2016 |

## PROJECTS

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| *yacl* | [Group Project]Programming languages course project. We designed a programming language and implemented a lexical analyzer and a syntax analyzer using lex and yacc. |

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| *Tetromax* | [Group Project]Object oriented software engineering course project. We implemented a game called Katamino using Java programming language. |
| *Game of Codes* | System Verilog implementation of a game on BASYS3. LFSR, stepmotor, keypad, and seven segment display are used. |
| *PHYS101 Project* | [Group Project]We simulated the movement of the planets in order to prove Kepler's $2^{nd}$ and $3^{rd}$ laws using Processing. |
| *Bakmadan Al* | [Group Project]Android application for 2017 ING Bank Hackathon. App aims to predict the price of a product and alerts the user when a user specified price limit is reached. |
| *Prerequisites Visualisation* | [Group Project]This is a web service to visualize prerequisites of courses in Bilkent University department by department. |
| *iLikeThis* | [Group Project]Android application that lets you create personalized lists. User can store lists on Google Drive and share them. We developed the logic with Java, used MYSQL DB and Android Studio. |

## EXTRACURRICULAR ACTIVITIES

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| *Bilkent University* | Algorithms and Programming I Lab Assistant, 2017 - 2018 |
| *IEEE* | - Member 05.2017 - 01.2018<br>- IEEEXtreme 11.0 Ambassador |
| *IEEE Bilkent Student Branch* | - Gave Python 3 tutorial with an introduction to the syntax and guided through a simple application which uses json, turtle, time, and urllib.request libraries and shows the current place of the ISS. There were 110 attendees and it took 80 minutes.<br>- Gave Java tutorial to 140 freshmen for two hours, and solved sample exercises for the midterm exam.<br>- Chairman of Computer Society, 06.2017 - 06.2018<br>- CS Fair '17 Organization Team Member<br>- Graduate Research Conferences '17 Organization Team Member<br>- Mobile Days '17 Head of Organization Team |
| *Bilkent GNU* | - Attended Linux Tutorials for one semester, 2016 |

## OTHER INFORMATION

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| *Personal Traits* | Fast-learner, determined, practical, leadership skills, communication skills, able to cope with busy schedule, good at self-expression. |
| *Hobbies and Interests* | Music, reading, learning, technology, ping-pong. |