

Nail Kocabay

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ABOUT

I am a third-year **Computer Engineering** student at Marmara University's Faculty of Technology, seeking an opportunity to complete my mandatory internship. I am passionate about **Software Development** and **Data Analysis**, continuously striving to improve myself and stay up to date with the latest technologies. I aim to apply my technical knowledge in **real-world projects**, **contribute to team efforts**, and **gain valuable industry experience**. With my analytical thinking skills, **fast-learning ability**, and **problem-solving mindset**, I believe I can adapt to a dynamic work environment and make a meaningful contribution.

TECHNICAL SKILLS

Programming and Markup Language: Python, Java, C, SQL, JavaScript, HTML, CSS

Programming and Developer Tools: PyCharm, IntelliJ IDEA, MSSQL, VS Code, Git, GitHub, Microsoft Azure, Google Cloud Platform

PROJECTS

Research Paper: Analysis of Suicide Content in Social Media Posts with Deep Learning Models and Comparison of Models

- Authored a **research paper** on detecting suicidal intent in social media posts using deep learning models.
- Implemented and compared two unused models in literature, achieving **97% accuracy** in both models.
- Conducted **data preprocessing**, **feature extraction**, and **model evaluation** to improve classification performance.

To Do App

- Developed a task management application using React with functional components and React Hooks for state and side-effect management.
- Implemented features such as task creation, deletion, filtering, and completion tracking, with persistent data storage using localStorage

Multiplayer Pac-Man Game

- Designed and developed with **C#**.
- A unique twist on the classic Pac-Man game, where instead of AI-controlled ghosts, real players take control of the ghosts to compete against Pac-Man.

Book Shopping Website

- Developed a Book Shopping Website using **Java** and **SQL**.
- A unique twist on the classic Pac-Man game, where instead of AI-controlled ghosts, real players take control of the ghosts to compete against Pac-Man.

EXPERIENCE

Intern

August 2024 – September 2024

FLO Mağazacılık A.Ş., İstanbul

- During my internship at FLO, I enhanced my **HTML** and **CSS** skills by working on various web development projects. I gained hands-on experience in **Front-End Design**, improving my ability to create structured, responsive, and visually appealing web pages.

EDUCATION

Marmara University

Computer Engineering

Istanbul, Türkiye

2022 – Present

LANGUAGE

Turkish: Native

English: B2