



Nail Kocabay

Email: nailkocabay0@gmail.com
LinkedIn: linkedin.com/in/nail-kocabay
GitHub: github.com/nailkocabay
Portfolio: nailkocabay.com
Phone Number: 0542 231 61 91

ABOUT

I am a fourth-year **Computer Engineering** student at Marmara University's Faculty of Technology, eager to apply my experience in **Artificial Intelligence** and **intelligent system design** to real-world projects. As an aspiring AI Engineer, I am passionate about **developing systems that combine machine learning, natural language processing and automation**. I continuously strive to enhance my technical skills, **explore new technologies** and **contribute to innovative projects** that bridge human and machine intelligence. I am currently seeking opportunities to grow as an **AI Engineer** and **collaborate on impactful projects** that push the boundaries of intelligent software development.

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**.
- Built user login, book catalog, cart, and order system. Used **MVC** structure, connected to **SQL** via **JDBC**.

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.

- Recreated FLO's homepage using semantic **HTML** and modern **CSS**, applied responsive design techniques, and improved the overall **UI** layout.

Engineering Intern

JMW Jant Sanayi A.Ş., Umurlu/Aydın

July 2025 – September 2025

- During my internship at JMW Jant Sanayi, I primarily worked on **network security**, **network configuration**, and **Windows Server** management. In addition to these responsibilities, I supported various **computer hardware** tasks, which broadened my understanding of IT infrastructure and enabled me to contribute to both software and hardware operations within the company.

AI Engineering Intern

Payantis Finansal Teknoloji A.Ş., İstanbul

September 2025 – Present

- I work on automating various software engineering processes by leveraging **AI-powered solutions**, improving efficiency and reducing manual workload across development workflows.
- I am also actively developing **Machine Learning models** for **Fraud Detection**, a critical component in the Financial Technology domain, focusing on identifying suspicious patterns and enhancing transaction security.

EDUCATION

Marmara University

Computer Engineering, 82,2 / 100

Istanbul, Turkiye

2022 – Present

LANGUAGE

Turkish: Native

English: B2