

# Nida Korsan

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nidaKorsan www.nidakorsan.com

#### **Projects**

02/2021 - 06/2021 GPU Optimized DL-Based Point Cloud Meshing  $\square$ 

In this project, I studied to develop a deep-learning based water-tight surface fitting algorithm. The purpose of the algorithm is to fit a mesh system for the point cloud data in the local environment. GPU optimization is deemed necessary for online operations on the

tablet.

10/2020 - 01/2021 AR Based Messaging System (Notes Hub AR)  $\square$ 

In this project with the help of ARCore, I developed an AR-based messaging system that will be used indoors via mobile devices. These messages can be in different media types

such as text, images, or 3D models.

Designing a model satellite for specified requirements. I was responsible for telemetry

(using XBEE radios) and flight software design (developed in C++).

Languages

 Turkish
 English
 German

 (Native)
 C1 / TOEFL-2016 (78/120)
 A1

Russian Bulgarian A2 A1

**Organisations** 

GTU Computer Science and Engineering Department,

C Programming Laboratory Assistant (2018), Introduction to CSE Programming Laboratory Assistant (2019)

**Education** 

2017 – 2021 Gebze Technical University, Computer Science and Engineering ☑

Current GPA: 3.32 / 4.0

2013 – 2017 Prof. Dr. Fuat Sezgin Science High School

GPA: 95.47/100

## **Skills**

**Well-versed in Programming Languages** (including Assembly(x86), C, C++(14), C#, Java(15), Python(3.8), Common Lisp, Verilog, HTML, CSS, JavaScript and more.)

Unity (Developed an AR project)

Teensy 3.6 (I used this component for CanSat project with various sensors integration.)

XBee Telemetry (Communication via XBee radios.)

Web Development (Web application project development during OBSS internship)

## Certificates

Introduction to Augmented Reality and ARCore (Google AR & VR Issuing Organization: Coursera)

#### **Professional Experience**

06/2021 – 09/2021 Architectural Spies Ltd., Summer Intern ☑

Varna, Bulgaria Lead developer of an augmented book project application. I worked on the design report

and development of the AR application.

Istanbul, Turkey Web application development project according to specified requirements. I used Java and

Spring framework for back-end; React for front-end.