PELIN RABIA KURAN

pelinrkuran@gmail.com | GitHub: pelinKuran | +31657178283

Hi, I am a junior to mid software engineer with an aptitude for computer programming, seeking for a challenging position to grow my hard and soft skills and be ready to fulfil your organizational goals.

SKILLS & ABILITIES

- C++ 17/14/11
- Docker
- Python
- OpenCV
- QT
- CMake
- Unreal Engine 5

EDUCATION

M.S, Computer Science, Vrije Universiteit Amsterdam & University of Amsterdam   09.2023-06.2025
Track: Systems for Large-Scale Applications

B.S, Information Systems Engineering, Atilim University (50% scholarship)   09.2018-01.2022
Honors: Salutatorian, High Honors, CGPA 3.58/4

EXPERIENCE

Professional Services Intern, Amazon Web Services (AWS)   10.06.2024 – 30.08.2024

During the internship I developed both backend and frontend of a feature that will allow automating metadata generation using LLMs for Data.all application (open-source). You may access to the development branch.
- Python, Amazon Web Services (Bedrock, Lambda, Athena, S3), Docker, GraphQL, SQLAlchemy, JavaScript, MUI

Software Engineer, Simsoft Ltd.   07.02.2022 – 09.07.2023

I worked on appended, embedded simulation systems. My projects are mostly about simulating the abilities of military devices, which could be a weapon or a weapon's interface, or a desktop application according to given interface control documents. In simulation projects, I used QT to develop tactical console UI and C++17 to develop simulation logic. For 3D rendering we use IMGE application, a product of Simsoft, finally, we use RTSP server and ffmpeg for video streaming. My projects' customers were the National Defense Department and ASELSAN.
- C++17, QT, XML, Enet

Software Engineer Intern, Havelsan Inc.   26.07.2021 – 14.01.2022

This is a Bachelors thesis internship. I worked on computer vision problems both theoretically and practically:
Homography-based 6-DOF pose calculation using natural feature marker
Object detection and evaluation of planar object's trackability
Finding dissimilarity using cross-correlation
- C++ 14, OpenCV (v. 4.5.3), Cmake, Visual Studio, QT

SIDE PROJECTS

Haunting Shadows   04.2023 – 04.2024

- My role involves collaborating with the game design team to understand multiplayer requirements and devise plans for seamless experiences. I am developing multiplayer functionality, and various features related to the main game. According to team decision we use blueprints for common/basic requirements and write code especially for features that work in a distributed sense.
  - ❖ Unreal Engine 5

OTHER EXPERIENCES

- Open-Source Contribution, worked on easy hacks and medium hacks to improve LibreOffice & Collabora Online
- Accomplished Hacktoberfest 2020
- ATOS IT challenge attendee, 2021
- Atilim University Open House Student Advisor 2021
- Pirate Software Game Jam, 2024

CERTIFICATES

✓ **AWS Certified Solutions Architect Associate**

Issuing authority: Amazon Web Services (AWS)

Issued: August 2024

✓ **IELTS**

Score: 7.0

Issued: January 2023

Certificate of Attendance / Game Developing & Entrepreneurship Trainee

Issuing authority: Toged

Certificate of Attendance / Modern Application Development

Issuing authority: Amazon Web Services (AWS)

Diploma – Quantum Computing and Programming using Qworld's Bronze.

Issuing authority: QTurkey

LibreOffice Workshop Attendant (Mustafa Akgul Winter Camp)

Issuing authority: Anadolu University

Github | Self-Study Revision Blog | Stackoverflow | Linkedin