# John Doe

in john.doe (7) john.doe

## Welcome to RenderCV!

RenderCV 2 is a Typst-based CV framework designed for academics and engineers, with Markdown syntax support.

Each section title is arbitrary. Each section contains a list of entries, and there are 7 different entry types to choose from.

## **Education**

Stanford University, Computer Science

• Working on the optimization of autonomous vehicles in urban environments

Stanford, CA, USA Sept 2023 - present

BS Boğaziçi University, Computer Engineering

• GPA: 3.9/4.0, ranked 1st out of 100 students

Istanbul, Türkiye Sept 2018 – June 2022

· Awards: Best Senior Project, High Honor

## Experience \_

Company C, Summer Intern

Developed deep learning models for the detection of gravitational waves in LIGO data

Livingston, LA, USA

June 2024 – Sept 2024

• Published 3 peer-reviewed research papers 2 about the project and results

Company B, Summer Intern

• Optimized the production line by 15% by implementing a new scheduling algorithm

Ankara, Türkiye

June 2023 - Sept 2023

Company A, Summer Intern

• Designed an inventory management web application for a warehouse

Istanbul, Türkiye June 2022 – Sept 2022

# Projects\_

**Example Project 2** 

May 2024 – present

A web application for writing essays

- Launched an iOS app ☑ in 09/2024 that currently has 10k+ monthly active users
- The app is made open-source (3,000+ stars on GitHub ☑)

Teaching on Udemy <a>□</a>

Fall 2023

• Instructed the "Statics" course on Udemy (60,000+ students, 200,000+ hours watched)

## Skills

**Programming:** Proficient with Python, C++, and Git; good understanding of Web, app development, and DevOps

Mathematics: Good understanding of differential equations, calculus, and linear algebra

Languages: English (fluent, TOEFL: 118/120), Turkish (native)

#### **Publications**

#### **3D Finite Element Analysis of No-Insulation Coils**

Jan 2004

Frodo Baggins, John Doe, Samwise Gamgee

10.1109/TASC.2023.3340648 2

## **Extracurricular Activities**

- There are 7 unique entry types in RenderCV: BulletEntry, TextEntry, EducationEntry, ExperienceEntry, NormalEntry, PublicationEntry, and OneLineEntry.
- Each entry type has a different structure and layout. This document demonstrates all of them.