TAN CETINER

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EDUCATION

Institut Polytechnique de Paris - Paris, France · 2023 - Present

- Master of Science in **Computer Science**
- M2 in **Parallel and Distributed Systems** track
- M1 in **Interaction, Graphics & Design** track

Sabanci University - Istanbul, Turkey · 2018 - 2023

- Bachelor of Science in **Computer Science and Engineering.** Minor in **Philosophy**

EXPERIENCE

Alan / Software Engineer · September 2025 – Present

- Joined Employment crew to work on the migrations for the codebase globalization effort.

Alan / Software Engineer Intern · February 2025 – August 2025

- Built a tool to display, modify, test, and deploy **specialized AI agents** used in support chat automation, utilizing **Python Flask**, **ReactJS** and **Amazon S3**.

Freelance / Full-stack Engineer · September 2023 - February 2025

- Collaborated with clients to develop tailored web solutions with **PHP Laravel**, **Livewire** and **PostgreSQL**.

Yapi Kredi Teknoloji / Software Engineer · August 2022 - September 2023

- Developed full-stack microservice web apps with **Java Spring** and **ReactJS**; resigned to pursue postgraduate studies.

Yapi Kredi Teknoloji / Software Engineer Intern · June 2022 – August 2022

- Contributed to a machine learning model predicting real estate prices using **Python**, processing over 200K dataset rows.

Sabanci University / Learning Assistant · September 2019 – June 2021

- Introduced peers to the fundamentals of programming with **C++** and **Python** for CS201 and IF100 courses.

KEY PROJECTS

GPAC Project / Research Project ○ · 2024 Spring

- Developed a web-based visualization tool for filter graphs in the GPAC framework using **TypeScript**.

PURE / Research Project · 2023 Spring

- Developed algorithms for handwritten text recognition via object detection in century-old documents using **Pytorch**.

Blockchain: Security and Applications / Course ○ · 2022 Fall

- Created a verifiable & anonymous forum for students using blockchain technologies, built with **Solidity** and **ReactJS**.

Computer Graphics / Course ○ · 2021 Fall

- Created a playable 3D game in **C++** with **OpenGL**, implementing lighting, shading, texture mapping, and camera controls.

VOLUNTEER ROLES

Istanbul Chamber of Industry Foundation / Mentor · 2023 - 2025

- Mentored two university students in their pursuit of engineering careers.

Sabanci University Theater Community / Chairman · 2020 - 2021

- Coordinated more than 30 rehearsals, directed 2 radio dramas, conducted 3 interviews with theater actors, etc

Sabanci University (Civic Involvement Project) / Theater Director & Actor · 2020

- Arranged a 5-day tour with a theater play for kids, performed to over 2000 kids who have no access to theater in their region.