TAN CETINER

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EDUCATION

Institut Polytechnique de Paris - Paris, France   2023 - Present

- Master of Science in **Computer Science. Interaction, Graphics & Design** track

Sabanci University - Istanbul, Turkey   2018 - 2023

- Bachelor of Science in **Computer Science and Engineering.** Minor in **'Philosophy'**
- GPA **3.62/4.00**

University of Turku - Turku, Finland   2022

- Studied in Turku for one semester as an exchange student.

EXPERIENCE

Yapi Kredi Teknoloji / Software Engineer   August 2022 - September 2023

- Developed enterprise-grade full-stack web applications in a microservice architecture using **Java Spring Framework** for the backend and **React.js** for the frontend. Collaborated with analysts, engineers, and testers in an agile working environment. Resigned to pursue full-time postgraduate studies.

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

- A machine learning model for predicting real estate prices was developed using **Python** language by a team of 7 people, through processing the bank's datasets with over 200 thousand rows.

Sabanci University / Learning Assistant   February 2021 – June 2021

- Introduced the fundamentals of programming and implementations with **C++** to peers for the CS201 course.

Nokia / Engineering Intern   February 2021

- Studied the 5G Technologies and their use cases with a group of 5 students for two weeks and made a presentation.

Sabanci University / Learning Assistant   September 2019 – January 2020

- Mentored about 'Computational Thinking' and practices with **Python** for the IF100 course.

PROJECTS

Parallel Computing (Course, 2023 Spring) - Analyzed and evaluated the capabilities of ChatGPT to detect and classify performance-related bugs in **C++**, **OpenMP** and **CUDA** codes.

PURE (Research Project, 2023 Spring) - Worked on computer vision object detection algorithms and developed a model for handwritten text recognition for century-old Ottoman documents, using **Pytorch**.

Graduation Project (2023 Spring) - Developing a **blockchain-based** voting mechanism for student organizations by implementing DAO (Decentralized Autonomous Organization) structures, using **Solidity** and **Next.js**.

Blockchain: Security and Applications (Course, 2022 Fall) - Created a forum that consists of anonymous but verifiable university students with the help of blockchain technologies. **Solidity** and **React.js** is used.

Software Engineering (Course, 2021 Fall) - Developed a full-stack web application written in **Flutter** and **Python Django**.

Computer Graphics (Course, 2021 Fall) - Developed a fully playable 3D game with **OpenGL** library of **C++**. Functionalities like lighting and smooth shading, texture mapping and camera is implemented from scratch.

VOLUNTEER EXPERIENCE

Bogazici University Mentorship Program / Mentor   Present

- Mentoring a high school student by helping him prepare for university exams, and guiding pursuing a career in engineering.

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 theatre in their region.