

TAN CETINER

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EDUCATION

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- 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

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- Freelance Web Development** August 2023 - Present
Web Developer *Paris, France*
- Collaborating with clients to deliver customized web solutions, specializing in **PHP Laravel, Livewire, and PostgreSQL**, while implementing responsive designs and optimizing performance for an enhanced user experience.
- Yapi Kredi Teknoloji** / Software Engineer August 2022 - September 2023
- Developed full-stack web applications in a microservice architecture using Java Spring Framework for the backend and React.js for the frontend, collaborating with cross-functional teams in an Agile environment to ensure high-quality software. 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.

PROJECTS

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- 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**.
- 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

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- 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.