Tan Karageldi

Software Engineer

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Education

Mount Allison University Sackville, NB

Bachelor of Science Computer Science, Minor in Mathematics *2025*

Experience

Software Developer February 2025 – Present

ALP Softwares *Canada (Remote)*

- Working with a startup team to build custom websites, bussines softwares and web apps for clients using **Next.js, Supabase, and Tailwind CSS.**
- Designed and deployed full-stack solutions including authentication, database modeling, and API integrations.
- Built admin dashboards, dynamic UI components, and real-time data features tailored to client business needs. Managed client communication, gathered requirements, and delivered high-quality work on deadlines.

Developer March 2025 – Present

Dalhousie Blockchain Society *Halifax, Canada*

- Participated in blockchain hackathons and conferences to explore decentralized applications and smart contracts
- Collaborated with teammates on building blockchain-based projects on Solana.

AI Consultant/Editor December 2023 – May 2024

ProMedia Works / Artificial Intelligence Age *Istanbul, Turkiye*

- Took part in **Turkiye's first and only** Artificial Intelligence Television Program as an editor, "Yapay Zeka Cagi (Artificial Intelligence Age)"
- Provided consultation on machine learning and AI applications in media, guiding company's strategy in AI-powered content creation and automation.

Personal Projects

Pitch Perfect App | *Java, JavaFX, SceneBuilder,Git* September 2024 – December 2024

- Pitch Perfect App is created by my classmates and I, for improving sight reading ability of the users
- Followed the **MVC** architecture, alongside with **JavaFX** for UI, and integrated a MIDI keyboard by use of Threads for simultaneous note playing.
- Collaborated with a team of 4, using **GitHub**, to efficiently collaborate and maintain clean codebase.

Sheepy Time Digital Version | *Java, Git, JUnit, M-V-C, Object Oriented Design* December 2023 - March 2024

- Developed a digital version of "Sheepy Time" using **Java**, applying **Object-Oriented Design** and **SOLID Principles** to ensure clean and maintainable code structure
- Implemented the **Model-View-Controller(MVC)** architecture, seperating game logic, user interface, and control flow for modular and scalable development.
- **Tested and Debugged game components** to ensure bug-free gameplay, using **JUnit** testing.

NBA Analysis & Parlay Predictor | *Python, Flask, Next.js, Supabase, Tailwindcss* January 2025 – Present

- Developed a full-stack NBA analytics dashboard using **Next.js, Supabase, and Python**, integrating automated data scraping and cleaning from NBA box scores.
- Designed and implemented **machine learning models (Python, Scikit-learn)** to analyze and forecast player trends such as points, assists, rebounds, and shooting efficiency.
- Demonstrated strong skills in data transformation, trend analysis, reflecting business intelligence practices.
- Implementing advanced parlay odds calculation logic, and creating an interface for visualizing player statistics.
- Website is in its test phase in this moment, and I'm working on publishing it before June.

Technical Skills

Languages: Python, Java, C, Rust, Swift, HTML/CSS, JavaScript, TypeScript,
Frameworks, Libraries, and Technologies: Node, npm, Express,Next.js, Tailwindcss, Supabase, AWS, React, MongoDB, Flask, PyTorch, JavaFX,TensorFlow,PostgreSQL, Django, Spring, Docker, JUnit, pandas, scikit-learn, NumPy, REST API's, Git, Github