Personal Info

Name: Ulaş Can Önder
Date of birth: 1998
Driver's License Type: B
Marital Status: Single

Contact

Phone: +90 554 415 50 42
E-Mail: ulascanonder@hotmail.com
Adres: Büyükçekmece / Istanbul

LinkedIn

www.linkedin.com/in/ulaş-can-önder-973402238

GitHub

https://github.com/ulascanonder

Languages

English - C1 Upper-Intermediate
German - A1 Beginner

ULAŞ CAN ÖNDER

Profile

I am a highly organized and dedicated engineer who has recently graduated with a degree in electrical and electronics engineering. I am a sociable individual with a passion for learning and a commitment to enhancing my skills in every possible aspect. Professionally, I have a keen interest in machine learning, artificial intelligence, web development and game development. I am eager to secure a job that allows me to apply my skills and further enhance my engineering expertise.

Education

Koç University
2018-2023
Bachelor's degree in Electrical and Electronics Engineering
GPA: 2.91 / 4.00

Şişli Terakki High School
2012-2017

Experience

Özdisan A.Ş.
Intern
- Product entry to the company website at the E-commerce department.
- Creating social media content for social media accounts of the company.
- Developing projects in the R&D department.

Memnun Makine
Intern
- Worked in electronics automation unit.
- Worked on development, montage and testing processes of the electric panels for industry level textile machines.

Skills

- Programming with, Python, C++.
- Developing robotics projetcts using ROS.
- Machine learning.
- 3D game development with Unity and C#.
- Full Stack development with JavaScript, CSS, HTML, React, Node.js, Express.js and PostgreSQL.

Projects

Koç University Senior Design Project: Autonomous Mapping Robot with SLAM (2023):

I developed an autonomous mapping robot as my graduation project at Koç University's engineering program. In this project, we designed a mobile robot capable of autonomously mapping any indoor space with a LIDAR sensor using the Robot Operating System (ROS) middleware. I was personally involved in all aspects of the project, both hardware and software. You can find detailed information about the project at this link.

Koç University Biomedical Signal Processing Course Project: EEG Sleep Stage Classifier (2022):

I worked on an artificial intelligence algorithm during my Biomedical Signal Processing course at Koç University, which aimed to classify patients' sleep stages using EEG signals. We trained our algorithm using EEG signal data from five different patients and developed an algorithm that can predict patients' sleep stages with a high level of accuracy. You can find detailed information about the project at this link.

3D Adventure Game with Unity: Bruno' Adventure Island (2023):

During my Unity 3D Game Development Bootcamp, I've developed a 3D adventure game using Unity and C# from scratch. Bruno's Adventure Island is a prototype game which involves various mechanics such as combat, quests, dialogue options and boss fights. This game is playable in my itch io profile which can be accesed through the following link.

Certificates

2023/09 Free Code Camp
Foundational C# with Microsoft Certification

2023/09 Zero To Master Academy
Unit Bootcamp: 3D Game Development

2023/11 Udemy
Practical ROS Training from Scratch