Personal Info

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İstanbul Ataşehir, TÜRKİYE

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GitHub | LinkedIn

Education

Tarsus University, *Computer Engineering, Master's, GPA:4.0*
2024 - 2025

Workintech, *Full Stack Development Program (6 months - 960 hours - 78 projects)*
2023 - 2024

Uludag University, *Computer Engineering, Bachelor, GPA:3.0*
2016 - 2022

Languages

English, *Advanced*
Danish, *Beginner*

Certificates

Full Stack Development, Workintech, 10.2023
Back End Development, Workintech, 10.2023
Front End Development, Workintech, 08.2023
YouthPass, European Union, 08.2023

Aleattin Berkan Yüce

Full Stack Developer | Software Engineer

I am an aspiring full-stack developer with a growth mindset to gain new skills and constantly improve myself with new challenges. After working as an Artificial Intelligence engineer, I did social volunteer work in Denmark for 1 year. After returning to Turkey, I decided to achieve my goals of becoming a software developer and improving myself in front-end, back-end and CS subjects by completing the 6-month intensive Workintech full-stack development program that solves real-life problems in software and focuses on practice.

SKILLS

Front End: Javascript, React.js, Hooks, Context API, Redux, Axios, Yup, Jest, Cypress, HTML, CSS, Tailwind Css,

Back End: Java, OOP, Data Structures, Design Patterns, Maven, Spring Core, Spring Boot, Spring Data JPA, Spring Security, SQL, PostgreSQL, JUnit, Mockito, Git, .Net

AI: Python, Machine Learning, Deep Learning, Image Processing

Additional: Algorithms, Debugging, Deployment, Problem Solving, Figma, Teamwork

SOFTWARE PROJECTS

Expected Threat (xT) Calculation using Spiking Neural Network - Python

- Developing a model that predicts the contribution of each action in football to the possibility of scoring a goal in the future.
- A literature review was conducted.
- Data preprocessing methods were applied.
- The model is under development.

Personal Website - React GitHub | Website

- Developing a personal web page using React and tailwind with the information I learned at Workintech.

2022 World Cup Predictor, *Machine Learning Engineer* - Python GitHub | Website

- Developed a machine learning model using Python and Sklearn to predict the outcomes of all matches in the 2022 World Cup. The model had an accuracy rate of 69% before the tournament, and correctly predicted the outcome of 44 of 64 matches, achieving a success rate of 69%.
- Used data analysis and machine learning techniques to build and evaluate the model. Used new web development techniques to deploy on web environment

Analysis Of World Cup Competitions Using Machine Learning And Visualisation Techniques, *Machine Learning Engineer* - Python GitHub | Website

- Developed a project that visualized the statistics of all matches played

in the 2018 World Cup using data visualisation technologies such as Seaborn and Matplotlib. The article that in publications section is about this project. The project was published to the web via Streamlit.

Random Projection Implementation, *Software Engineer* - Python GitHub

- Developed an algorithm using the Random Projection method to solve the motif-finding problem, a key challenge in bioinformatics. This algorithm used a random approach to generate a solution to the problem.

EXPERIENCE

Halvorsminde Efterskole, *Hjorring Denmark* - *Teacher Assistant* 2022- 2023

- Assisted teachers in football, e-sport, and handwork classes and activities.
- Assisted another fri fagskole's football class.
- Helped with everyday work routine at school.
- Organized extracurricular activities with students.

Yeditek Yeni Dijital Teknolojiler, *Bursa* - *Artificial Intelligence Engineer*
2022 Apr - 2022 May

- Continued the projects I started during my internship.
- Researched and implemented new technologies for use in the company's devices and software.

Yeditek Yeni Dijital Teknolojiler, *Bursa* - *Artificial Intelligence Engineer Intern*
2022 Feb - 2022 Mar

- Contributed from the beginning to the end of the computer vision project developed for one of Turkey's largest factories in order to increase employee productivity and reduce the risks in the workshop.
- Developed the machine learning model that the company will use in its solutions in the future.
- Main technologies used during the internship:
    - OpenCV, PyTorch, YOLOv5, SAHI, Flask, Scikit-learn, SMOTE
    - CUDA, Seaborn, Matplotlib, HTML, CSS, etc.

PUBLICATIONS

Analysis of World Cup Competitions Using Machine Learning - *International Conference on Artificial Intelligence and Data Science (JAIDA)*

- Developed the machine learning model that analyzed past match results, team strengths, and world rankings to predict the outcomes of the knockout stage matches in the 2018 World Cup.
- The model achieved an accuracy rate of approximately 70%
- ISBN: 978-605-70737-4-7

REFERENCES

Jens Beermann, *Principal - Halvorsminde* jb@halvorsminde.dk
Mehmet Keklikçi, *Application Management Master - Intertech*
mehmetkeklikci@gmail.com