

# BEYZA YILDIZ

Istanbul | [Linkedin](#) | [Github](#) | [Portfolio](#) | [yildizbeyzax@gmail.com](mailto:yildizbeyzax@gmail.com) | +90 554 604 71 75

**Keywords:** Artificial Intelligence, Machine Learning, Generative AI, Workflow Automation, Computer Engineer, Game AI, Game Developer, Computer Vision, Python

## EDUCATION

<b>MEF University</b> ( <u>100% English with ABET Accreditation, 75% Scholarship</u> )	<b>Istanbul, TR</b>
<b>B.Eng. in Computer Engineering</b>	2020-2025
<u><a href="#">Thesis I: Churn Prediction, Recommendation Engine, and Chatbot Designs in Video Streaming Services Industry</a></u>	
<u><a href="#">Thesis II: Benchmarking LLMs and Transformer Architectures on Turkish Coreference Resolution</a></u>	

<b>Kadir Has University</b>	<b>Istanbul, TR</b>
<b>Physics – Prof. Dr. Nihat Berker</b>	2016-2020
Completed university-level physics coursework under Prof. Dr. Nihat Berker, including mechanics, electromagnetism, quantum and statistical physics, and research on phase transitions and renormalization-group theory while in high school.	
<b>Thesis I:</b> Phase Transitions in Fractal Scaling Value	

<b>Yüksel İlhan Alanyalı Fen Lisesi</b>	<b>Istanbul, TR</b>
<b>STEM, Math&amp;Science</b>	2015-2019
<b>Awards:</b> 3 <sup>rd</sup> Place in TÜBİTAK National Physics Olympiad; top results in national and international Math and Intelligence Games competitions.	

## SKILLS & INTERESTS

**Programming & Tools:** Python, C#, C++; Git, GitHub, VS Code, PyCharm, Rider, Jupyter, Colab

**AI & Machine Learning:** Experience with PyTorch, TensorFlow, scikit-learn, and Hugging Face Transformers. Worked on LLM benchmarking, fine-tuning, and prompt engineering with structured and few-shot designs, including evaluation of model outputs. Applied Computer Vision models such as OpenCV, DeepFace, and Google Vision API for recognition tasks.

**Generative AI & Automation:** Familiar with Stable Diffusion, Diffusers, LoRA fine-tuning, ControlNet, ComfyUI, FastAPI, RESTful API integration, scripting for workflow automation (Python/Bash).

**Data & Visualization:** Proficient with Pandas, NumPy, Matplotlib, Streamlit, Plotly, and SQL for model evaluation, metric comparison, and experiment tracking.

**Game & Simulation:** Unity (C#), Unity ML-Agents, Blender Python API.

**MLOps & Deployment, Creative-Maker Tools :** Streamlit, Gradio, Hugging Face Spaces, Affinity Designer, PhotoWorks, Blender, FreeCAD; 3D printing & laser-cut prototyping (Orca Slicer, Repetier-Host, Arduino integration); Reaper (audio editing)

**Operating Systems:** Linux, Windows.

**Language:** English (Advanced), Spanish (Duolingo-A1), Turkish (Native).

**Interests:** Strategic Games & Puzzles, Mind Games, Theater & Performance, Cooking, DIY & Handicraft, 3D Creative Design & Prototyping, Podcasting, LEGO Building, Playing Computer Games, Popular Science.

## EXPERIENCE

<b>ICRYPEX</b>	<b>Istanbul, TR</b>
<b>AI/ML Engineering Intern</b>	2025, (2 months)
<ul style="list-style-type: none"><li>Developed an NFT recommendation engine using Python and vector search (Pinecone) to improve personalization workflows.</li><li>Automated data ingestion and evaluation pipelines with API-based testing (Postman) and contributed to feature ranking iterations in collaboration with product teams.</li></ul>	

<b>Green Chimneys</b>	<b>New York, USA</b>
<b>STEM Specialist, AI/ML Engineer</b>	2024, (4 months)
<ul style="list-style-type: none"> <li>Developed AI-assisted STEM activities using Python, Jupyter, and Google Colab to support interactive experiments.</li> <li>Applied prompt design and workflow automation to simplify learning processes and demonstrate real-world uses of AI.</li> </ul>	
<b>Presidency of Türkiye, Digital Transformation Office - Big Data &amp; AI Dept.</b>	<b>Ankara, TR</b>
<b>AI/ML Engineering Intern</b>	2023, (2 months)
<ul style="list-style-type: none"> <li>Developed and tested face and speech recognition systems using TensorFlow, DeepFace, OpenCV, and Google Cloud APIs.</li> <li>Built automated pipelines for data processing and model evaluation to improve accuracy and reliability in an assistant robot project.</li> </ul>	
<b>DogGO</b>	<b>Istanbul, TR</b>
<b>Backend Developer Intern</b>	2022, (1 month)
<ul style="list-style-type: none"> <li>Assisted in backend development tasks for the DogGO mobile app using Scala and Cassandra.</li> <li>Gained basic experience with API structure, database integration, and version control in a startup environment.</li> </ul>	
<b>MEF University</b>	<b>Istanbul, TR</b>
<b>Undergraduate Teaching Assistant – Programming Studio Labs (2024-2025 Spring)</b>	
<ul style="list-style-type: none"> <li>Guided students in programming and debugging across multiple languages, helping them improve code structure and problem-solving efficiency.</li> </ul>	
<b>Undergraduate Teaching Assistant – Digital Systems Design Labs (2023-2024 Fall)</b>	
<ul style="list-style-type: none"> <li>Assisted students in designing and testing digital circuits using Logisim, breadboards, and Armv9 architecture.</li> </ul>	
<b>Technology Transfer Office Student Assistant (2021–2023)</b>	
<ul style="list-style-type: none"> <li>Contributed to software development projects with national and international collaborators through the university's R&amp;D center.</li> </ul>	
<b>Kadir Has University</b>	<b>Istanbul, TR</b>
<b>Course Assistant – Augmented Mechanics</b>	2018, (1 year)
<ul style="list-style-type: none"> <li>Assisted Prof. Dr. Nihat Berker in lab instruction and research preparation after completing the course with top grades.</li> </ul>	
<hr/>	
<b>LEADERSHIP &amp; ACTIVITIES</b>	
<hr/>	
<b>TEKNOFEST – Tourism Technologies, 2<sup>nd</sup> Prize (2021)</b>	
Contributed to backend and frontend development of DigiChef, a mobile app designed to reduce food waste in buffet-style dining by promoting mindful portion selection.	
<b>MEF Dynamics (2021–2023)</b> - Founding team member; collaborated on projects and competitions.	
<b>IEEE Computer Society, Vice-Chair (2020 - 2021)</b> - Led team initiatives and supported community-driven technical events.	
<b>MEF Theatre (2020–2025)</b> - Performed as actress and contributed to musical recordings. Contributed across all production teams (acting, musical recordings, set decor, and costume design), showcasing comprehensive hands-on creative execution and transferable skills in asset production.	
<b>MEF Gaming (2021-2024)</b> - Actively participated in Game Jams and developer-focused events, demonstrating continuous hands-on interest in game creation and industry culture.	
<b>COURSERA CERTIFICATES:</b> <u>Machine Learning with Python</u> , <u>Python for Data Science and AI</u> , <u>Cloud Machine Learning Engineering and MLOps</u> , <u>Data Analysis with Python</u> , <u>Data Visualization</u> , <u>Prompt Engineering for ChatGPT</u> , <u>Git and GitHub</u> .	