

# BEYZA YILDIZ

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

## EDUCATION

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

**Kadir Has University** **Istanbul, TR**  
**Physics – Prof. Dr. Nihat Berker** 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.  
**Thesis I:** Phase Transitions in Fractal Scaling Value

**Yüksel İlhan Alanyalı Fen Lisesi** **Istanbul, TR**  
**STEM, Math&Science** 2015-2019  
**Awards:** 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

**ICRYPEX** **Istanbul, TR**  
**AI/ML Engineering Intern** 2025, (2 months)

- Developed an NFT recommendation engine using Python and vector search (Pinecone) to improve personalization workflows.
- Automated data ingestion and evaluation pipelines with API-based testing (Postman) and contributed to feature ranking iterations in collaboration with product teams.

**Green Chimneys**  
**STEM Specialist, AI/ML Engineer**

**New York, USA**  
2024, (4 months)

- Developed AI-assisted STEM activities using Python, Jupyter, and Google Colab to support interactive experiments.
- Applied prompt design and workflow automation to simplify learning processes and demonstrate real-world uses of AI.

**Presidency of Türkiye, Digital Transformation Office - Big Data & AI Dept.**  
**AI/ML Engineering Intern**

**Ankara, TR**  
2023, (2 months)

- Developed and tested face and speech recognition systems using TensorFlow, DeepFace, OpenCV, and Google Cloud APIs.
- Built automated pipelines for data processing and model evaluation to improve accuracy and reliability in an assistant robot project.

**DogGO**  
**Backend Developer Intern**

**Istanbul, TR**  
2022, (1 month)

- Assisted in backend development tasks for the DogGO mobile app using Scala and Cassandra.
- Gained basic experience with API structure, database integration, and version control in a startup environment.

**MEF University**  
**Undergraduate Teaching Assistant – Programming Studio Labs (2024-2025 Spring)**

**Istanbul, TR**

- Guided students in programming and debugging across multiple languages, helping them improve code structure and problem-solving efficiency.

**Undergraduate Teaching Assistant – Digital Systems Design Labs (2023-2024 Fall)**

- Assisted students in designing and testing digital circuits using Logisim, breadboards, and Armv9 architecture.

**Technology Transfer Office Student Assistant (2021–2023)**

- Contributed to software development projects with national and international collaborators through the university's R&D center.

**Kadir Has University**  
**Course Assistant – Augmented Mechanics**

**Istanbul, TR**  
2018, (1 year)

- Assisted Prof. Dr. Nihat Berker in lab instruction and research preparation after completing the course with top grades.

## **LEADERSHIP & ACTIVITIES**

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**TEKNOFEST – Tourism Technologies, 2<sup>nd</sup> Prize (2021)**

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.

**MEF Dynamics (2021–2023)** - Founding team member; collaborated on projects and competitions.

**IEEE Computer Society, Vice-Chair (2020 - 2021)** - Led team initiatives and supported community-driven technical events.

**MEF Theatre (2020–2025)** - 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.

**MEF Gaming (2021-2024)** - Actively participated in Game Jams and developer-focused events, demonstrating continuous hands-on interest in game creation and industry culture.

**COURSERA CERTIFICATES:** Machine Learning with Python, Python for Data Science and AI, Cloud Machine Learning Engineering and MLOps, Data Analysis with Python, Data Visualization, Prompt Engineering for ChatGPT, Git and GitHub.