yunusgnr@gmail.com gungoryun@itu.edu.tr

ynsgnr.github.io +905436866535

💿 Ortabayir District, Santral Av., Building No:42, Apartment No:4 KAGITHANE/ISTANBUL

Work Permit: Currently only in Turkey Nationality: Turkey

Visa: Travel Visa for Schengen States and Travel Visa for USA

YUNUS GÜNGÖR

EDUCATIONAL BACKGROUND



2015-Now:

Bachelor of Computer Science (Expected graduate in June 2019) Istanbul Technical University



2014-2015:

Bachelor of Science in Comp. Eng. (2014-2015, Change of Institution via GPA (3.7)) Yıldız Technical University



2010-2014:

Doganata Educational Institutes İzmir Private Fatih Science High School (Currently, not an active school)

VOLUNTARILY WORK



2017-2018: European Students' Forum (AEGEE) Istanbul Member



eettec 2015-2017: Electrical Engineering Students' European Association Local Committee Istanbul Member



2015-2017: ITU IEEE Student Branch Member and Design Committee Leader



2014-2015: Yıldız Technical University IEEE Student Branch Member

INTERNSHIPS AND PREVIOUS EXPERIENCES



July-August 2017: Virasoft Yazılım Ticaret Limited Company, Istanbul Turkey Internship, Computer Vision Research and Application on Computer Pathology



Jan-Mar 2017: Anatolian Technologies, Istanbul Turkey Part Time Java Developer

PROJECT EXPERIENCE



2017: Burda! Mobile Application for Android Developed as a personal Project

LANGUAGES

Turkish: Mother Tongue

English: Proficiency English (C1) - PTA Academic (Pearson) Score:71

Spanish: Beginner Level

COMPUTER SCIENCE SKILLS

Programing: Java, C, C++, Python, Script Shell, JavaScript, SQL

Hardware and Embedded: Arduino, TI MSP430

Web: Flask, Jerkyll, Bootstrap, HTML, CSS, React, PHP

Mobile: Android Application Development (Java), React-Native Framework

Machine Learning: Matlab, Some information on TensorFlow and SciPy

Robotics: Familiar with ROS, Hector and Turtlebot

Development Environment: Eclipse, Qt, IntelliJ, Git, CMake, Android Studio, CodeBlocks, Matlab

REVELANT COMPLETED COURSES

Microprocessor Systems, Computer Organization, Object Oriented Programming, Learning From Data, Measurement & Instrumentation, System Programming, Real-Time Systems Software, Robotics, Software Quality and Testing

MAIN INTERESTS

Coffee, Motion Picture Design and Animation, Graphic Design, Video Games, Blogging, DIY Projects

SOFT SKILLS

Teamwork, Leadership, Open Minded, Accountability, Analysts