Yunus Güngör

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🧓 Nationality: Turkey - Work Permit: in Turkey - Visa: Travel Visa for Schengen States and Travel Visa for USA

2019 Project: DeepDog Application

Optimized and tested machine learning algorithms with %79 success rate with 120 classes under 30MB, implemented model in a native application Skills Used: Kotlin, Swift, Tensorflow, Phyton, Android, iOS

July-September 2019 Work Experience:

Basetis - Barcelona, Spain

Internship within Mobile Team

Developed DeepDog. Also worked with a team on an app, suggested a method that decreased the boiler plate code.

Skills Used: Machine Learning, Flutter, Dart, Android, iOS, Working in Agile

Feb-Jun 2019 Education: Undergraduate of Computer Science Erasmus Exchange AGH University of Science and Technology Krakow, Poland

Relevant Completed Courses: Advanced Methods in Machine Learning, Computer Graphics, Group Artificial Intelligence, Quantum Mechanics and Quantum Computing

2019 Personal Project: aria2go-aria2 download library C++ bindings for golang

Libraries compiled and tested for Mac, Linux and Windows

Skills Used: C, C++, CMake, cross platform programing, bash, powershell, Go

June 2018 - January 2019 Work Experience:

Insider, a Sequoia backed company - Istanbul, Turkey

Internship, then Part Time QA Engineer

2019

2018

2017

2015

Improved SDK quality by testing new and existing features and by investigating bug reports to find reproducible bugs, implemented bug fixes, helped partners with bugs to prevent churns, developed a demo app

Skills Used: React Native, Java, SQL, Notification Services, Objective C, Go, API Development and Testing, SDK Testing, Working in Agile and with an international team

2018 Project: AEGEE Agora Mobile Application

Interactive app for navigating and following schedule in a multinational conference Skills Used: React-Native, App Development and Notification Services for iOS, Android

July-August 2017 Work Experience:

Virasoft Yazılım Ticaret Limited Şirketi - Istanbul, Turkey

Internship on Computer Vision Application on Computer Pathology

Implemented research papers focusing on computer pathology as add-ons for ImageJ program and prepared reports on effectiveness and performance Skills Used: ImageJ, Implementing Research Papers, Preparing Reports, Java

Jan-May 2017 Work Experience:

Anatolian Technologies & Labs - Istanbul, Turkey

Part Time Java Developer

Improved an existing web application's backend and frontend according to customer needs to increase revenue

Skills Used: Java, Javascript, Spring Boot Framework, SQL

2017 Personal Project: Burda! Mobile Application for Android

Developed with geofence and notifications to keep attendance history

Skills Used: Java, Geofences, Android, Notifications

2015-Now Education: Bachelor of Computer Science - Current GPA: 3,5

Istanbul Technical University - Istanbul, Turkey

Relevant 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

GENERAL SKILLS:

Programing:

- Java
- C
- C++
- Python
- JavaScript
- SQL
- Go
- Dart

Web:

- Flask
- Jekyll
- Bootstrap
- HTML
- CSS
- React
- PHP

Mobile:

- Android
- iOS
- React-Native
- Flutter
- Notifications
- Location

Services

Machine Learning:

- Matlab
- TensorFlow
- TensorFlow Lite
- SciPv
- Keras
- Pandas

Development Tools:

- Git
- CMake
- Gradle
- CocoaPods
- NodeJS
- Jenkins
- Bash
- PowerShell
- Docker

PRACTICAL SKILLS:

- Object Oriented **Programing**
- Object Relational Mapping
- Asynchronous **Programing**
- Agile **Programing**
- Software Testing
- Cross Platform **Programing**
- Machine Learning **Techniques**
- Continuous integration

SOFT SKILLS

- Teamwork
- Open Minded
- Accountability
- Analyst
- Working in Agile

OTHER INTERESTS

- Coffee
- Design
- User Experience
- Video Games
- DIY Projects

LANGUAGES



English: Fluent



Academic (Pearson)

Score: 71

Spanish: **Beginner**

Polish: **Beginner**

