

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

ynsgnr.github.io
+905436866535

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

Nationality: Turkey

Work Permit: Currently only in 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)

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

VOLUNTARILY WORK



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



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

LANGUAGES



Turkish: Mother Tongue



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



Spanish: Beginner Level

COMPUTER SCIENCE SKILLS

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

Hardware and Embedded: Arduino, TI MSP430

Web: Flask, Jerkyl, 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, Analyst