Yüksel Kılınç

İzmir, Turkey

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Education

Yunus Emre Anatolian Highschool   **2016 – 2020**
Field of Study: Math and Science   *Bornova, İzmir*

Adnan Menderes University   **2020 – 2022**
Computer Engineering. I transferred to Dokuz Eylül University after two years via lateral transfer.   *Efeler, Aydın*

Dokuz Eylül University   **2022 – Present**
Computer Engineering. GPA: 3.55 / 4.00   *Buca, İzmir*

Interests

- Game Development
- Artificial Intelligence
- Cybersecurity
- Finance

Experience

İzmir İnovasyon ve Teknoloji A.Ş.   **July 2024 – August 2024**
Engineering Intern, Hardware   *Konak, İzmir*

- Analyzed security vulnerabilities in the network.
- Participated in a project involving a MNVR and non-functional embedded system bus tablets.
- Restored functionality for bus stop displays through reverse engineering. (Altering OS files, SSH access etc.)
- Visited the system room to understand the company's and İzmir's network infrastructure.
- Managed email systems via mail gateway and remotely administered devices such as access points and turnstiles in the metro and company network.

Projects

Paper Trading App | *Flutter, Dart*, Python   **November 2023**

- ∗ Developed an application using Flutter and Dart for the front-end, and Python with the BeautifulSoup library to acquire real-time stock prices from various exchanges.
- ∗ Running on both Android and IOS, it allows users to view their profit and loss, along with live stock prices, on a virtual portfolio.

Spotify Song Recommender | *React Native, Javascript, Python*   **December 2024**

- ∗ Created a web application that provides song recommendations from Spotify based on the user's input song(s). Recommendations can be generated based on lyrics or audio features.
- ∗ Users can log in with their Spotify account and select one of their playlists, search and select one or more songs, or choose their top tracks. They can then save the recommended songs to a playlist and be redirected to Spotify to listen to them.
- ∗ User and song data is fetched from the Spotify API, which is connected to a React frontend. The selected songs are sent to the Python backend, where they are compared to a database of songs based on lyrics or audio features. Lyric-based recommendations use BERT, while audio feature recommendations utilize cosine similarity algorithm.

RTS Video Game | *C#, Unity*   **June 2025**

- ∗ As our senior project, my friend and I developed a isometric RTS game inspired by Age of Empires series. The game features unique real-time strategy elements such as functional gender roles for villagers, hunger mechanics for military units, transportation of perishable food resources, and many other innovative features.

Technical Skills

Languages: C, C++, Java, C#, Python, JS, Dart
Other: SQL, React, Flutter, Arduino, Unity, Linux

Personal Features

- Open to learning and exploring
- Team-oriented
- Analytical and critical thinking
- Problem-solving
- Advanced English