SERVET EFE TEKIN

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EDUCATION

University College London   2023 – 2026 (Expected)
Bachelor Of Science: Computer Science (1st Class), Minor in Modern Applications of Engineering Mathematics
- Includes C, Haskell, Python (Algorithms & Data Structures), Java (OOP, Software Engineering), Financial Mathematics, Stochastic Calculus
- Founding member and workshop officer of Game Development Society, member of Computer Science Society and Engineering Society

Uskudar American Academy / UAA   2018 - 2023
Anatolian High School Diploma 96.29/100
- President of Coding and Game Design Club (Unity, C#, OOP, Blender, Maya), Organization team of Codefest, and member of Robotics Club
Advanced Placement Exams, College Board
- Received 5/5 from AP Calculus BC, Computer Science A, Statistics, Chemistry, Mechanics, Electricity & Magnetism, Macro & Microeconomics

WORK EXPERIENCE

Ergun Holding - Koda Technologies Internship   June 2024 - July 2024
Software Engineering Intern
- Assisted the development of Garanti Barter's website using MVC principles, Entity Framework, SQL, and .NET
- Observed a team of full-stack web developers, working on a web project of 9 months for a user base of 500 minimum

System 9 Internship   August 2022 - September 2022
Information Technology Intern
- Ensured reliability and accessibility of 20+ Computer Systems for a better working environment

Kadir Has University Assistantship   June 2022 - July 2022
Teaching Assistant - granted due to my success during Kadir Has University Winter School
- Supervised and assessed 200+ students and their assignments for 20+ hours per week for 2 weeks with other TAs. (Leadership, cooperation)
- Addressed individual mathematics and science doubts of 200+ students daily (includes Calculus and Mechanics)

PROJECTS

J.P. Morgan Software Engineering, Virtual Experience on Forage   January 2024
- Set up a local dev environment by downloading the necessary files, tools, and dependencies while fixing broken files in the repository.
- Used JPMorgan Chase's open-source library called Perspective to generate a live graph that displays a data feed in a clear and visually appealing way for traders to monitor.

Full-Stack Web Development
UniMenti (C#, .Net, SQL, EntityFramework, MVC)   June 2024 – September 2024
- Designed and developed a web application to enable high-school students to meet with experienced university students.
- Implemented features for login, register, authorised access, searching and sorting of members while storing all the information in an SQL database.
Patient Data Management System (Java, Maven, MVC)   January 2024 – May 2024
- Designed and developed a web application for managing patient data using Java, Maven, and MVC principles.
- Implemented features for uploading CSV files, converting it to a JSON file, sorting and searching patient information, a comprehensive patient profile interface for detailed data viewing and generating visual graphs with intuitive navigation.

Research Papers
Performance Evaluation and Comparative Analysis of Convex Hull Algorithms   January 2024 - March 2024
- Developed an experimental framework to assess and compare the performance of convex hull algorithms using synthetic data.
- Analysed and compared execution times of convex hull algorithms, validating theoretical complexities through testing.
Classifying Knee X-Rays into Different Categories of Knee Osteoarthritis (Python, Overleaf, LaTeX, TensorFlow)   October 2021 - March 2022
- Completed interdisciplinary research program within 10 hrs/wk, 24 wk/year with a grade of 92.5/100 in the top 10% of the cohort
- Wrote a research paper on using machine learning to label knee osteoarthritis into 3 classes with greatest efficiency by unit testing

Video Game Development   September 2020 - October 2022
Panic In Space, 3-D LAN Co-Op Game (Unity, C#, OOP, Blender)
- Designed beta version of an online two player game under 3 days with a team of 5 people for *Global Game Jam.* (Communication)
- Implemented 3 synchronized minigames with original 2-D design objects and a real-time in-game chat
The Ball Game, 2-D Level-Based Platform Game (Unity, C#, OOP)   April 2022 - June 2022
- Integrated AI into 2-D video game by implementing an automated pathfinder algorithm for 3 enemy types. (Creativity)

ACADEMIC CERTIFICATES & AWARDS

- Software Engineering 101: Plan and Execute Better Software   Online Udemy, October 2023
- Software Development Life Cycle   Online Udemy, October 2023
- Academic Award - Computer Science and Physics   UAA, June 2023
- Science National Honour Society – Membership   UAA, October 2022
- Imperial College London, Mathematics for Machine Learning   Online Coursera, September 2022
- King's College London, *Pre-University STEM Summer School*   London, June 2022
- The Young Video Game Designer Program   Online InvestIN, January 2022
- MIT 6.00.2X: Introduction to Computational Thinking and Data Science   Online edX, December 2021
- MIT 6.00.1X: Introduction to Computer Science and Programming Using Python   Online edX, September 2021