

Education

Istanbul, Türkiye

Sabancı University

Sept 2019 - Oct 2024

- BS in Computer Science and Engineering GPA: 3.22

Coursework: Object Oriented Programming, Data Structures, Algorithm Design, Problem solving, Operating Systems, Programming Languages.

Experience

Software Engineer Intern

Finansbank - Ibtech

Feb 2024 – Aug 2024

Istanbul, Türkiye

- Developed new features for production UI pages and added functionality to internal (in-house) tools, improving usability and supporting business requirements.
- Assisted with production front-end bug fixes, debugging Angular components and application flows, and occasionally reviewing .NET services and MS SQL Server data to resolve integration-related issues.
- Worked on the Internet Banking project, primarily developing front-end features with Angular in production enterprise banking applications.

Software Engineer Intern

Innoppia

May 2022 – July 2022

Istanbul, Türkiye

- Enhanced user experience by implementing updates and modifications on customer-facing pages using the Angular framework.

Skills

- Languages: Turkish, English
- Programming Languages: Java, SQL, JavaScript, HTML, CSS
- Frameworks and Libraries: Spring Boot, Spring MVC, Spring Data JPA/Hibernate, Spring Security
- Technologies: Git, Docker, Apache Kafka, PostgreSQL, Jira

Projects

Exchange Trading Application

- Developing the application using Java and Spring Boot within a layered, modular-monolith architecture, ensuring clean and maintainable backend code.
- Implemented a custom JWT authentication system with role-based authorization to handle user login and access control.

Custom HTTP/1.1 Server in Java

- Built a custom HTTP/1.1 server in Java from scratch, implementing low-level request parsing, header handling, routing, status codes, and persistent connections without frameworks.
- Added core endpoints for echo, header inspection, and file serving/creation, including GET/POST support, proper HTTP responses and gzip compression based on Accept-Encoding.
- Enabled high-concurrency networking using Java Virtual Threads with a thread-per-connection model to efficiently handle multiple TCP connections.

Game Inventory App

- Developed a full-stack game inventory management app using Node.js, Express, and PostgreSQL, implementing CRUD operations for games and categories with robust input validation and file upload support.

LLM-based Course Assistant

- Integrated a Retrieval-Augmented Generation (RAG) system to boost the assistant's response accuracy and context-awareness.
- Enhanced assistant's capabilities by enabling it to dynamically generate SQL queries based on user input, enabling direct retrieval of data and integration with the LLM's response from SQL databases.