Zeynep Dellal

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EDUCATION

Bilkent University   Ankara, Turkey
Bachelor of Computer Science   *Expected January 2025*

EXPERIENCE

Embedded Systems Intern   August 2024 - September 2024
Karel   *Ankara, Turkey*
- Developed hardware and software processes for IoT device communication using ESP32, BME280, Zephyr, and ESP-IDF.
- Utilized MySQL for data management and Jupyter Notebook for analysis, leveraging various embedded systems tools.

Undergraduate Assistant   October 2023 - May 2024
Bilkent University   *Ankara, Turkey*
- Assisted Professor Robin Ann Downey in various administrative tasks.
- Helped organize Responsible ARTIFICIAL INTELLIGENCE AWARDS in collaboration with MATHWORKS

Game Developer   September 2023 - January 2024
FoxyCode Studios   *İstanbul, Turkey*
- Designed the core gaming system using C# and Unity, shaping the game's concept and integrating animations for enhanced gameplay.

Backend Development Intern   June 2023 – July 2023
Medyasoft   *İstanbul, Turkey*
- Applied C#, Unigate CMS, and ASP.NET MVC to develop plugins and integrate backend systems, enhancing website functionality and user experience.

Android Developer   November 2021 – November 2022
BenzinLitre   *İstanbul, Turkey*
- Designed and developed features, debugged and optimized the app using MVVM design for the Android platform with clean, maintainable, and efficient code

PROJECTS

Veritas | *PyTorch, FastAPI, Django, PostgreSQL, React Native*
- Worked on a cross-platform news app, handling AI, frontend, and backend.
- Built AI models with PyTorch and FastAPI, developed the backend with Django, and created a React Native frontend.

PetLink - Pet Adoption Website | *Docker, Flask, TypeScript, SQL, React.JS*
- Led React.JS development for PetLink, streamlining the pet adoption platform's user interface.

Internship Management Sytem, Team Lead | *MongoDB, Node.js, HTML/CSS/JavaScript*
- Led the development of an Internship Management System, handling the entire frontend and parts of the backend, and integrating third-party APIs for added functionality.

Adventure Game - Hobby Project | *LibGDX, Java, PixilArt*
- Developed a maze-adventure game using LibGDX, integrating a Firebase database for item collection and implementing simple AI for opponent behavior.

TECHNICAL SKILLS

Programming Languages: C, Java, Python, C++, C#, TypeScript, JavaScript, System Verilog
Frameworks: Django, FastAPI, Flask, Node.js, Unity, React Native, REST API, ASP.NET MVC, Zephyr, ESP-IDF
Developer Tools: Linux, Docker, Git, GitHub, Jupyter Notebook, MySQL, PostgreSQL, MongoDB, Android Studio, Vivado, Firebase
Libraries: PyTorch, Hugging Face Transformers, Beautiful Soup, Retrofit, JUnit, LibGDX
Applications: Jira, Figma, Trello, Unigate CMS, Prometheus, Grafana, Sentry
Languages: English (Proficient), Turkish (Native), Spanish (Pre-intermediate)