Mehmet Can Altuntaş

Date of birth: 04/08/1997 | Nationality: Turkish | Gender: Male |
(+90) 5312860330 | mehmetccm@gmail.com |
Akşemsettin Street No:7/5, Sultangazi, 34365, İstanbul, Turkey

WORK EXPERIENCE

08/2020 – CURRENT – İstanbul, Turkey

SOFTWARE ENGINEER – Softtech

Part of the team responsible for handling transactions between stock exchanges and customers. The project utilizes a stack of Apache Kafka, Spring and Hazelcast.

06/2018 – 07/2018 – Istanbul, Turkey

INTERN – Invent Analytics

● Completed ETL regarding tasks by using tools like Python and SQL Express
● Designed a CNN that is able to generate features from a given image of a particular clothing. The network was able to
generate features such as the colour of the clothing, whether it contained stripes or not etc.
● Designed a character-based RNN that can generate song lyrics using Lua and Torch

08/2019 – 10/2019 – Istanbul, Turkey

INTERN – Interra

Designed an Android application for Google's Smart Home APIs. The application is also integrated into the Google's Actions API, letting users give voice commands from their Android devices

EDUCATION AND TRAINING

2015 – 2020 – Ankara, Turkey

BSc in Computer Science – Bilkent University

2011 – 2015

High School Diploma – Beşiktaş Atatürk Anatolian High School

LANGUAGE SKILLS

Mother tongue(s): **TURKISH**

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C1	C1	C1	C1	C1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

DIGITAL SKILLS

JVM

Scala | Spring | Kafka | Java | Maven | SBT | Akka | Deeplearning4j | Dropwizard

Python

Python | Tensorflow | Django | Flask | Keras

Javascript

nodejs | Reactjs | Express

PROJECTS

PlayPen

A static malware analysis tool which utilize the power of machine learning when making predictions. The project hasthree parts: a disassembler which translates a given executable into an intermediary machine code, a predictionengine that utilize several algorithms to make a prediction whether the executable is malicious or not and a webinterface that generates output logs for the file scanned. A project of 3 people, won CSFair 2019 Data Science Award

dadam

dadam is a j-rpg game engine that lets users to create their own games with little or no programming at all. The usercan either drag and drop visual elements or use the logical programming language embedded within the system. Theproject utilizes Java's primitive graphics library. A project of 5 people

genre-classifier

genre-classifier lets users to predict the musical genre of a given song. The dataset consisted several preprocessedfeatures such as the frequency and the Mel-frequency cepstral coefficients. The model was trained with SVMs andneural networks, and LDA was used for dimensionality reduction. Every single algorithm was written from scratch. Aproject of 2 people

cargo

cargo is a warehouse management tool that is able to make CRUD operations. Written on top of the LAMP stack, aproject of 2 people

lucy

Lucy is a crossword-solver that is specifically aimed to complete NY Times' mini crosswords. Uses constraintsatisfaction and similar methods

gene-tonic

gene-tonic is genetic algorithm implementation in Scala for optimizing neural network topology

bloomfilter

A generic bloom filter implementation in Python for comparing two different genome sequences.