

Computer Engineer

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Education

Master's Student in Computer Engineering at Onyedi Eylul University, Bandirma. Balıkesir, TR
Admission Rank: 3 GPA: 4/4 2025-Present

Honours Student in Computer Engineering at Bandirma Onyedi Eylul University. GPA 3.22/4. Served as Department Representative for two years. Graduated with a Thesis Project entitled 'Anomaly Detection in Financial Data Using QNN in Quantum Machines'. Balıkesir, TR 2021-2025

Bandirma Onyedi Eylul University Management Information Systems Double Major Student. GPA 3.20/4. Took Law and Economics courses of interest for one semester. Balıkesir, TR 2023-2024

Hacibozan Bozanoğlu, 75th Anniversary Republic Health Vocational High School Valedictorian. Nursing Assistant Department. Şanlıurfa, TR 2017-2021

Work Experience

Yemtar-R&D Software Engineer Feb 2026 – Present
Leading research and development activities in Augmented Reality (AR) glasses technologies, developing real-time computer vision and image processing systems, implementing Artificial Intelligence and Machine Learning algorithms, designing and optimizing embedded and edge AI solutions, and managing prototype development along with technical roadmap planning.

Meetgate-AI QA Engineer Jul 2024–Aug 2025
Meetgate, which utilises artificial intelligence to bring human resources and the interview process into the digital realm, has completed its testing and analysis processes. At the same time, demo environments were created, users were defined, and the process was managed.

Sestek-AI Software Developer İntern Jul 2023–Aug 2023
The 'LMS' project, which manages the licensing of Sestek products, was launched. Windows and Linux versions of the project were created. The project was tested and presented, and then made available for active use.

Oyun ve Uygulama Akademisi-Mobile Developer Trainee Jun 2022 -Jul 2023
Flutter and Dart Mobile Programming Training, Google Project Management Certification Programme, Technology Entrepreneurship Training, English Training for Software Developers, 2D and 3D Game Art Training were completed. Projects were created in parallel with the training received. In addition to the software side of the projects, the roles of 'Project Management and Scrum Master' were assumed.

Yazan Zeka-Data Scientist Trainee Oct 2022 -Jul 2023
Various 'Artificial Intelligence Applications' were developed in parallel with the training received. Presentations of the relevant projects were made within the scope of the '2023 Ankara Teknofest' under the auspices of the Ministry of Industry and Technology.

GDSC Bandirma Onyedi Eylul Üniversitesi-Project Manager Apr 2022 -Oct 2022
Under the Google umbrella, roles were assumed in managing all kinds of software and technological organisations, primarily 'Google Technologies'.

Sosyal Etkinlik ve Eğlence Topluluğu-Project Manager Apr 2022 -Oct 2022
The roles of creating, executing and controlling the projects carried out in all areas by the largest student group within the university were assumed.

Competence & Voluntary Work

Technical: Python, SQL, Manual Testing, Test Automation, NLP, QNN, PowerBI, Data Structures, Matlab
Language: English - Intermediate Level, Spanish - Basic Level
Voluntary Work: He served as Department Representative at the Department of Computer Engineering at Bandirma Onyedi Eylul University from 2023 to 2025.

Projects

Anomaly Detection in Financial Data Using QNN in Quantum Machines
A Quantum Neural Network (QNN) architecture was designed and trained using quantum circuit simulations to detect anomalies in financial time series data. The model performance was compared with classical neural networks and other traditional methods, and the advantages of quantum approaches were analysed in detail.

Anomaly Detection in Time Series Data Using QNN in Quantum Machines
A Quantum Neural Network (QNN) architecture was designed for anomaly detection in time series data and trained using quantum circuit simulations. The model's performance was compared with classical methods to evaluate the effectiveness of quantum-based approaches.

Detection of Anomalies and Fraud in Financial Data Using CNN and Hybrid Models
Hybrid models based on Convolutional Neural Networks (CNN) were developed to detect anomalies and fraud in financial data. After data pre-processing, feature engineering and model training stages, performance was compared with different algorithms and the most effective model was determined.

E-commerce Website Created for the MAKTOI Brand
An e-commerce website was developed for MAKTOI, incorporating core features such as product listing, shopping cart, payment processing, and user management. The site was designed to be modern, mobile-friendly, and user-friendly.

Detection of Aircraft Type and Take-off Direction Using Machine Learning with Synthetic Data
Machine learning models were developed to predict aircraft type and departure direction using synthetically generated flight data. Data generation, model training and performance analysis processes were carried out, and classification success rates were evaluated.

Detection of Car Type and Movement Direction Using Machine Learning with Synthetic Data

Machine learning models capable of predicting different car types and movement directions were trained using synthetically generated image data. Classification performance was evaluated by implementing data generation, labelling, modelling, and testing processes.

PSYROBOT - Artificial Intelligence Model for Detecting and Preventing Child Abuse on Social Media (Teknofest Finalist)
An artificial intelligence model has been developed to detect content related to child abuse on social media platforms. Harmful content is identified using text analysis and classification methods, and an automatic blocking and notification system has been integrated.

Personal Portfolio Website
A personal portfolio website was developed featuring a CV, projects and contact details, with a mobile-friendly and modern design. A simple and effective interface was created with user experience at the forefront.

“Kurtlar Vadisi” Social Network Analysis

A social network analysis was conducted on the characters and their interactions in the TV series Kurtlar Vadisi. The relationships between the characters were visualised and analysed using network structure and centrality measures.

Video Summarisation/Acceleration Application Using Image Processing
An application has been developed that identifies and summarises the important parts of video content, with a speed-up function added using image processing techniques. Video viewing time has been optimised with a user-friendly interface.

2048 Game Web Application
A web-based, interactive and responsive version of the classic 2048 game has been developed. The game logic and user interactions have been successfully coded, ensuring it runs smoothly on different devices.

Sudoku Game Web Application

A web-based Sudoku game with user-friendly and responsive design, playable at different difficulty levels, has been developed. The game logic and solution algorithms have been successfully implemented.

References

- Assoc. Prof. Dr. İlyas Özer - +905077517576 - Bandirma Onyedi Eylul University - Thesis Supervisor
- Emrah Toy - +905337285271 - Meetgate - CTO
- Mert Büyüktuncay - +905065970848 - Sestek - AI Software Development Manager / Software Architect
- Professor Özgen Korkmaz - +905515900792 - Bandirma Onyedi Eylul University - Head of the Computer Engineering Department