Zeynep Dellal

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EDUCATION

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

EXPERIENCE

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

Game Developer — September 2023 - Current
FoxyCode Studios — *İstanbul, Turkey*
- Designed and established the core gaming system from the ground up using C# and Unity, ensuring a solid foundation for the project.
- Helped shape the game's concept, and integrated animations to improve gameplay, contributing to a well-rounded development process.

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 for the Android platform with clean, maintainable, and efficient code
- Debugged and optimized the app to ensure smooth performance and usability using MVVM design pattern, API's, Retrofit and Firebase Services

PROJECTS

Command Server | *Linux, C* — February 2024
- Implemented a usable working client - server command system.
- Demonstrated proficiency in process creation, IPC, and low-level file I/O.

PetLink - Pet Adoption Website | *Docker, Flask, TypeScript, SQL, React.JS* — September-December 2023
- Led React.JS development for PetLink, streamlining the pet adoption platform's user interface.
- Implemented Docker for efficient deployment and scalability.
- Utilized TypeScript for code quality and SQL for effective data management.

Internship Management Sytem, Team Lead | *MongoDB, Node.js, HTML/CSS/JavaScript* — February-May 2023
- Led a team in the development of an Internship Management System, overseeing the entire project lifecycle from conceptualization to deployment.
- Integrated third-party APIs for additional functionality.

Bubble Pop Labyrinth - Hobby Project | *LibGDX, Java, PixilArt* — July 2022
- Created a maze-adventure game using LibGDX
- Implemented Firebase database system for collecting items and using collected items

MAD-END | *LibGDX, Java, Firebase* — September 2020 – January 2021
- Created a LibGDX based single player shooting-puzzle desktop game along with four other teammates
- Used simple Artificial Intelligence for opponents to chase user character

Technical Skills

Programming Languages: C, Java, C++, Python, TypeScript, System Verilog, JavaScript
Frameworks: Node.js, REST API, Flutter
Developer Tools: Linux, Docker, Git, MongoDB, Android Studio, Vivado, Firebase
Libraries: Google-json, Retrofit JUnit, Chucker, Glide, Balloon
Applications: Jira, Figma, Trello
Languages: English (Proficient), Turkish (Native), Spanish (Pre-intermediate)

Relevant Additional Coursework

CS 475 Data Privacy: Covered topics such as privacy and privacy properties, privacy-enhancing technologies for data anonymization, crypto-based solutions, machine learning security and privacy, location privacy, privacy of healthcare and genomic data, privacy in e-cash systems and blockchain, privacy in e-voting systems.

CS 413 Software Engineering Project Management: Covered project life cycle, process models, and project management techniques such as work breakdown structures and Gantt charts.