

Bilgehan TÜZÜN

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🌐 www.bilgehantuzun.com

Education

- **KTO Karatay University, Faculty of Engineering** **2024–Present**
M.Sc. in Electrical and Computer Engineering (Thesis) *Ongoing*
- **KTO Karatay University, Faculty of Engineering** **2020–2024**
B.Sc. in Computer Engineering. *CGPA 3.00 / 4.00*
- **KTO Karatay University, Faculty of Engineering** **2019–2020**
KTO Karatay University English Preparatory Education, *KEPT 2 2,60 / 4.00*

Work Experience

- Yandex (Gini Talent)** **Konya, Turkey**
Map Content Producer Expert *August 2024–2025*
- Express Bilgisayar** **Konya, Turkey**
Internship *July 2023–August 2023*
- Express Bilgisayar** **Konya, Turkey**
Internship *August 2023–September 2023*

Important Courses at KTO Karatay University

- Introduction to Data Mining
- Blockchain Technologies and Applications
- Artificial Intelligence and Machine Learning
- Application Development in Java
- Introduction to Deep Learning
- Digital Image Processing
- Internet of Things
- Computer Architecture
- Medical Imaging
- Programming with Python
- Mobile Programming
- Corporate governance with global macroeconomic trends

Projects

- **Car Wash Management System for Petrol Stations**
 - 2024–2025, Independent Project,
 - Developed a management system for car wash machines used in petrol stations with ASP.NET MVC,
 - Includes a user interface where customers can view statistics,
 - Features an admin panel for user management, statistics, and reporting,
 - Designed to be deployed in more than 170 petrol offices.
- **Personal Portfolio Website**
 - 2024–2025, Independent Project,
 - Developed a personal portfolio website using ASP.NET MVC,
 - Features bilingual CV upload and download (Turkish and English), project showcase, and dynamic content management through an admin panel,
 - The website is live at: www.bilgehantuzun.com
- **Defense-Themed Match-3 Game**
 - 2025, Ongoing Personal Project, a mobile game being developed with Unity,
 - The game features a mechanic where players earn gold by matching tiles on an 8x8 grid during the day and defend against enemies at night,
 - Players can purchase soldiers with the gold they earn and place them at specific positions for nighttime defense,
 - The game architecture is built using a separation of data and visual layers (TileData and TileView),
 - Targeted for release on both Android and iOS platforms.
- **Corporate Website for Construction Company**
 - 2024–2025, Independent Project,
 - Developed a professional corporate website for a construction company using ASP.NET Core MVC,
 - The site includes an admin panel for managing projects, photo galleries, and visitor statistics with cookie-based tracking,
 - Integrated photo upload system, project listings, and dynamic content management,
 - The website is currently live and publicly accessible at: www.ahmetceylaninsaat.com
- **Skin Cancer Detection**
 - 2023–2024 Spring, CE492 Senior Design Project II,
 - Classification of Skin Lesions Using CNN in Python,
 - To develop a CNN model capable of classifying skin lesions into 7 different categories,
 - When a new photo is uploaded, the model predicts the type of skin lesion.
- **Blog Site**
 - 2023–2024 Spring, CE438 Programming with Python,
 - The project involves working on a Linux operating system by creating a virtual machine on Google Cloud,
 - A blog site was developed with the Flask framework using the Python programming language,
 - The project supports user registration and login processes, along with an admin panel.
 - Users can share blog posts; admins can edit these posts.
- **Digital Waiter**

- 2023-2024 Fall, CE491 Senior Design Project I,
- The project developed with Android Studio was written in Java,
- This mobile application is an innovation that can facilitate the operations of cafes and restaurants,
- User registration and login processes, showing the menu to users, and admin login for menu editing.
- **Country Guessing Game**
 - 2023-2024 Fall, CE480 Mobile Programming,
 - The project developed with Android Studio was written in Java,
 - A game based on guessing the characteristics of randomly selected countries,
 - Users try to find countries by taking clues, and each clue reveals a different feature of the country.
 - With each clue received, the number of points to be received decreases and is kept in a score variable and displayed to the user.
- **Character Guessing Game**
 - 2023-2024 Fall, CE420 Application Development in Java,
 - The project was written in java using eclipse,
 - The character randomly selected by the game is guessed based on the given hints.
 - The project utilized Window Builder for the graphical user interface design and development.
- **Picture Coloring with Artificial Intelligence**
 - 2022-2023 Fall, CE423 Introduction to Deep Learning,
 - A project that colors a black and white image with artificial intelligence.
 - This image colorization project was developed using PyCharm with Python, utilizing the OpenCV library.

Languages

- Turkish (Native)
- English (Intermediate)

Computer Skills

- **Programming Languages**
 - C, C++, Python, C#, Java, HTML, CSS, JavaScript
- **Applications**
 - Visual Studio, VS Code, Pycharm, Eclipse, Jupyter Notebook, Anaconda (Spyder), Microsoft Office
- **Operating Systems**
 - Windows, Linux
- **Working Subjects**
 - Data Mining, Deep Learning, Machine Learning, Image Processing, Computer Vision, Mobile Programming, Programming with Python, Web Development, .NET, ASP.NET Core, MVC Architecture

Interests and Activities

- **Club Presidency**
 - President of the [E-Spor], KTO Karatay University.
- **Arm Wrestling**
 - Active participant and competitor in arm wrestling.
- **Traditional Turkish Archery**
 - Enthusiast and participant in traditional Turkish archery.