Barış Cem Bayburtlu

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About Me

I am **Barış**, a 21 year old junior software student. When I got interested in **software**, I was in the 3rd year of high school and I started by **opening a server** for my favorite game at that time. Then I realized that there are **many aspects** of software and I tried **different languages**. Ever since, I tried many things (**created websites, bots, communities etc**). I am interested in **many technologies** and I have been **hungry to learn new things** since high school.

Programming & General Skills

- **Coding Languages**: TypeScript, Javascript, C#, Java, Python, PHP, C, Go, SQL, Julia
- **Technologies**: Next.js, Node.js, React.js, Express, EJS, MongoDB, MySQL, Git, Postman, Redis, Windows, VDS/VPS, Coolify, Nginx
- **Project Management**: IEEE Software Requirement Specifications (SRS), Work Breakdown Structures (WBS), 3-Point Estimation, Gantt Charts (MS Project), Risk Management, Cost Management with EMV
- **Languages**: Turkish (Native), English (Fluent), German (Beginner)
- **Programs**: Cursor, Visual Studio Code, Adobe Photoshop, Figma, Adobe Premiere, Vegas Pro, Microsoft Office

Education

- **Cankaya University** — Ankara, Turkey
  Bachelor of Engineering in Software; Current CGPA: 3.20 — *Oct. 2022 - June 2026 (Expected)*

- **Icel Anatolian Highschool** — Mersin, Turkey
  Finished with GPA: 3,74 (92.6/100.0) — *Sep. 2017 - June 2021*

Experience

- **Cankaya University** — Ankara, Turkey
  Undergraduate Teaching Assistant — *Nov 2024 - Present*
  - **Courses**: Assisting in SENG271 (Software Project I), SENG101 (Computer Programming I), SENG102 (Computer Programming II), SENG272 (Software Project II) and SENG384 (Software Project IV) courses.
  - **Responsibilities**: Supporting students with programming concepts, reviewing assignments, and providing guidance in software development projects.

- **Tourist: Travel the World** — Remote
  Web Development Intern — *July 2024 - Nov 2024*
  - **Development**: Collaborated with the development team to design and implement new features for the company's AI-powered travel planning platform.
  - **Technologies**: Worked with web development technologies and contributed to both frontend and backend development tasks.
  - **DevOps**: Implemented CI/CD pipelines, managed containerized deployments, and optimized development workflows for improved efficiency.

- **Google Game and Application Academy** — Remote
  Trainee — *Nov 2023 - June 2024*
  - **Achievement**: Selected as one of 2000 main scholarship recipients for the 3rd term, in collaboration with Google Turkey, Entrepreneurship Foundation, and T3 Entrepreneurship Center.
  - **Technical Skills**: Gained proficiency in Flutter Application Development, AI-Integrated Application Development, and Project Management.
  - **Certification**: Enhanced project planning and management skills through Google-provided certifications.

- **G.Round** — Remote
  Quality Assurance Tester — *May 2023 - Nov 2023*
  - **Testing & Analysis**: Conducted comprehensive game testing, prepared detailed reports, and analyzed software quality through systematic evaluation.
  - **Quality Assessment**: Evaluated game sections individually, provided ratings, and analyzed user experience and playability levels.
  - **Documentation**: Documented bugs with detailed reproduction steps and suggested solutions for improvement.

Projects

- **Visa Checker (85★):** Developed an automated Schengen visa appointment tracking system with real-time Telegram notifications, helping users secure visa appointments efficiently. Built with TypeScript.
- **AIC - AI Commit Messages (13★):** Developed a CLI tool that generates commit messages using AI, streamlining the git workflow for developers. Built with TypeScript.
- **DDGS - AI Commit Messages (9★):** Developed a Node.js library providing programmatic access to DuckDuckGo search functionality, including web search, images, videos, and news results. Built with TypeScript.
- **Transcriptor (8★):** Developed a Python-based tool using Whisper AI to automatically transcribe audio from YouTube videos. Creates separate transcript files for each video using Google Colab.
- **Creditcard Fraud Detection (0★):** Developed a machine learning model to detect fraudulent credit card transactions using the Credit Card Fraud Detection dataset from Kaggle. Built with Python, Pandas, Scikit-Learn, and Jupyter Notebook.
- **Web Scraper (6★):** Built a Python web scraper for supplementler.com to extract and process product information efficiently. Utilized BeautifulSoup and Selenium for data extraction.
- **One Time Link (4★):** Created a secure one-time-link generator for file uploads, implementing temporary storage and secure file sharing functionality. Built with Next.js and TypeScript.
- **Portfolio (0★):** Developed a modern portfolio website for showcasing projects and skills. Built with Next.js and TypeScript.

Volunteer Activities

- **GDG on Campus:** Served as a Hackathon & Software Team Member at GDG On Campus for my university (Sept 2024 - Feb 2025). Previously served as a Shell Team Member (Dec 2022 - June 2024), contributing to club activities and event organization.
- **Community Management:** Volunteered as a community manager on a large Discord server with over 145,000 members.

Achievements

- **Model United Nations:** I participated in the G-20 committee at the MUN event organized by Yusuf Kalkavan Anatolian High School, and also received the Outstanding Delegate Award.
- **Tubitak Science Fair 4006:** I worked as a project demonstrator and general assistant at our middle school's TUBITAK fair.
- **1st Place at HACKMETU 2025:** We participated in the HACKMETU 2025 with our project, "RoundCall", and our team, "wired", won first place.
- **1st Place at Ostim Solana Hackathon:** We participated in the Ostim Solana Hackathon with our project, "Soulana", and our team, "Cyberia", won first place.
- **1st Place at Çankaya Software Engineering 2. Planathon:** My team, "ManageAIWithSevgi," and I participated in the second Planathon of the Çankaya Software Engineering Department. We did a deep analysis of the project name, "AI Powered Plant Disease Detection System," and created, tested, and documented AI solutions to make this project easier to create as a project manager. We won first place.
- **2nd Place at Ostim AI Competition:** We participated in the Ostim AI Competition with our project, "smartmove", and our team of two, "Cyberia", came in second.
- **2nd Place at LiftZone Ideacube Hackathon:** We participated in the LiftZone Ideacube Hackathon with our project, "crai", and our team of two, "wired", came in second.