

Furkan Bilgin

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EDUCATION

Erciyes University

Oct 2022 - 2026

Bachelor of Computer Engineering

TECHNICAL SKILLS

Languages: C#, Python, JavaScript, TypeScript, Go

Frameworks: Flask, FastAPI, SQLAlchemy, ASP.NET Core

Technologies: Unity, Git, Svelte, React, Docker, Kubernetes, MySQL, MongoDB, Redis, Cloudflare

EXPERIENCE

Undergraduate Researcher and Software Engineer at Fermilab

Dec 2023 - present

- Working on neutrino detector data quality monitoring systems in ANNIE.
- Maintaining & developing the ToolAnalysis system powering ANNIE, using C++.

Contract Software Engineer at Kalite Bilgisayar

Jan 2024 - present

- Developing a variety of software solutions for diverse clients across different industries
- Developed a solar panel management, analysis, and reporting system using Python and Flask
- Built a Binance trading automation platform with custom algorithms using Python and Flask
- Designed and developed the frontend for a production line management software using Svelte and Typescript

Undergraduate Researcher and Software Engineer at Erciyes Neutrino

Oct 2022 - present

Research Group

- Collaborating with Fermilab to work on the technicals of ANNIE experiment
- Building the neutrino atlas, a project that scrapes neutrino experiments around the world periodically
- Developing a dynamic and interactive frontend interface powered by the backend API, allowing researchers to filter, sort, and visualize global neutrino experiments
- Maintaining and developing various services – helping researchers to work swiftly on their research

Software Engineer at ROBOKOD, Bursa Metropolitan Municipality

Apr 2019 - Oct 2020

- Developed a backend system for emergency vehicle route optimization, expediting response times by generating efficient navigation paths and coordinating traffic light signals, using PHP and MySQL.
- Designed and implemented real-time traffic light control via embedded systems for optimal emergency vehicle routing, using C++.
- Placed 3rd in TEKNOFEST 2020, won patent price in Imagine Tomorrow 2020.

PROJECTS

Bilginn

[Google Play & App Store](#)

- Developed a multiplayer trivia mobile app project with a tournament system, in-game economy system, and a realtime scoreboard, powered by Redis.
- Designed and programmed the mobile app, the game server, and the admin panel.
- **Technologies:** Unity, C#, Python, Flask, TypeScript, MySQL, Redis, Websocket

AGT

[Source Code](#)

- Developed an algorithmic trader, utilizing Genetic Algorithms for training a model to predict market orders.
- Created an unique dataset, utilizing MACD, RSI, and other technical indicators to help train the model.
- **Technology:** Python

More projects can be found on my [GitHub](#)

Last updated: August 9, 2024