

AYDIN KAAAN CINAR



kaancinar.me



+1 (437) 982 00 96



kaan.cinar@mail.utoronto.ca



github.com/aydinkaancinar



linkedin.com/in/aydin-kaan-cinar

Education

University of Toronto, Trinity College

2018 - May 2022 (Expected)

HBSc, Computer Science Specialist,

Focus on AI and Minor in Statistics

Related Courses:

CSC311: Intro to Machine Learning, Grade: A

CSC384: Intro to AI (In progress)

CSC343: Intro to Databases/SQL (In progress)

CSC309: Programming on the Web, Grade: B+

CSC373: Algorithm Design and Analysis,

Grade: A-

CSC209: C-Programming, Grade: A+

CSC263: Data Struct. and Analysis, Grade: A+

CSC207: Software Engineering (Java)

Work Experience

CSC263 (Data Structures & Analysis)

Teaching Assistant

January – May 2021

Skills

- **Python** NumPy, matplotlib
- **Java** Object-oriented design and development, design patterns, Android
- **C#** Unity Game Engine, game development
- **C** Pipes and filters, file processing, shell programming, processes, system calls, signals, basic network programming
- **C++** C++11, STL
- **R** Statistical models
- **Web Development** JavaScript, HTML, CSS, Node.js, React, MongoDB, Express
- **Microsoft Office** Word, Excel, PowerPoint, Outlook

Awards

University of Toronto Scholar Award

2018

Given to approximately top 5% of students in recognition of outstanding achievement in high school

- 3rd year CS student interested in ML, AI, and software engineering

- Published mobile-game apps in App Store and Google Play

- Self-motivated, curious, problem-solving and collaborative programmer with excellent communication skills

Projects

> kaan.js, a JavaScript Physics Simulation Library,

December 2020

kaancinar.me/kaan.js/examples.html

- Users can create an environment, assign gravity to this environment, start the environment functions whenever they want, apply gravity to objects, induce reactions.

- Uses DOM manipulation and JQuery

> GymMap, a web app intended to make people more physically active

December 2020

infinite-garden-43562.herokuapp.com

- Developed by a group of three

- Developed using React.js, MongoDB, Node.js, and Express.

- Deployed in heroku

> Flying King - Available on App Store, Google Play, Amazon Appstore, Bemobi Mobile Store, and Web (C#), July – August 2020

kaancinar.me/FlyingKing

- Developed a 2D arcade game, where user can upgrade their character and compete with other users.

- Used Unity Game Engine to develop for IOS, Android, and Web.

- Build the website for the game using HTML/CSS

> Android Game (Java), October – November 2019

github.com/aydinkaancinar/Android-Game

- This is an android app developed by me and my group. The app has 3 separate games, follows the principles of model-view-presenter, and clean architecture.

Certificates

Specializations

Deep Learning by DeepLearning.ai July 2020

Specialization consisting of five courses Learnt about CNNs, RNNs, LSTM, AdamOptimization, Dropout, BatchNorm, Xavier/Heinitialization, and more. Practiced some of these ideas using NumPy, TensorFlow and Keras

Online Courses

C++ For C Programmers, Part A, University of California, Santa Cruz, June 2020

Technical Support Fundamentals, Google, August 2020

Leadership / Volunteering

Department of Computer Science Ambassador

December 2020 – Present

Representing the department in exciting events throughout the year by taking part in departmental activities like outreach events, industry meetups, and alumni relations.