Tan Karageldi

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EDUCATION/CERTIFICATES

Mount Allison University   Sackville, NB
Bachelor of Science in Computer Science, Minor in Mathematics   *2025*

Deeplearning.ai   Online
Machine Learning Specialization   *2022*

EXPERIENCE

Artificial Intelligence Consultant - Editor   December 2023 – Present
ProMedia Works / Artificial Intelligence Age   *Istanbul, Turkiye*
- Took part in **Turkiye's first and only** Artificial Intelligence Television Program as an editor, "Yapay Zeka Cagi (Artificial Intelligence Age)"
- Strategized educational and entertaining AI content for the TV Program. Researched on Generative AI.
- Working remote, **leading research** on optimizing media workflows using AI-driven automation.
- Provided consultation on machine learning and AI applications in media, guiding company's strategy in AI-powered content creation and automation.

Software Engineer   May. 2020 – January 2021
NaynCO   *Istanbul, Turkiye*
- Kept all responsibilities from my previous position as an Intern.
- Took part of a team of developers for developing and optimizing key components of the IOS app using **Swift**.
- Implemented **RESTful API** integrations to fetch and display real-time news content, by use of **URLSession**.
- To ensure app security, implemented authorization, with **Open Authorization** (OAuth2.0).

Software Engineer Intern   September 2019 – April 2020
NaynCO   *Istanbul, Turkiye*
- In my Junior year of high school, I started working in a startup news agency, as a volunteer intern.
- Learned the coding language **Swift**, Collaborated on version control using **Git**, and gained experience on database management via **GitHub**.
- Collaborated on building and maintaining a full-stack web application usingusing **HTML**, **CSS**, **JavaScript**,**Node.js**, **MongoDB**,**JWT** for a newspaper-like website for honest journalism.

PERSONAL PROJECTS

Pitch Perfect App | *Python, Swift*   September 2024 – Present
- Taking part of a team, for creating a Full-Stack IOS application specifically for IPad, to help students of all levels improve their abilities in sight reading, using flash cards and various educational techniques, for efficient learning.
- Working on the design of the project,by creating Paper Prototypes for UI/UX, determining which technologies and languages to use.
- Application needs a external hardware, MIDI keyboard, learning about how to integrate that into our project.

Sheepy Time Digital Version | *Java, Git, JUnit, M-V-C, Object Oriented Design*   December 2023 - March 2024
- Developed a digital version of "Sheepy Time" using **Java**, applying **Object-Oriented Design** and **SOLID Principles** to ensure clean and maintainable code structure
- Implemented the **Model-View-Controller(MVC)** architecture, seperating game logic, user interface, and control flow for modular and scalable development.
- **Tested and Debugged game components** to ensure bug-free gameplay, using **JUnit** testing.
- Collaborated with teammates to solve design based problems.

TECHNICAL SKILLS

Languages:Python, Java, SQL, JavaScript, TypeScript, Swift, HTML/CSS
Frameworks, Libraries, and Technologies: Node.js, Express.js, Angular, React, jQuery, Bootstrap, MongoDB, Flask, PyTorch, TensorFlow, Django, Spring, JUnit, pygame,pandas, scikit-learn NumPy, Matplotlib, Azure, RESTful API's, Git, Github, VS Code, npm, Atom, Chrome DevTools, Slack