Tan Karageldi

Software Engineer

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EDUCATION

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

EXPERIENCE

Artificial Intelligence Consultant/Editor   December 2023 – Present
ProMedia Works / Artificial Intelligence Age   *Istanbul, Turkiye (Remote)*
- Took part in **Turkiye's first and only** Artificial Intelligence Television Program as an editor, "Yapay Zeka Cagi (Artificial Intelligence Age)"
- Provided consultation on machine learning and AI applications in media, guiding company's strategy in AI-powered content creation and automation.

Software Engineer Intern   June 2019 – September 2019
NaynCO   *Istanbul, Turkiye*
- 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

PERSONAL PROJECTS

Pitch Perfect App *| Java, JavaFX, SceneBuilder,Git*   September 2024 – December 2024
- Pitch Perfect App is created by my classmates and I, for improving sight reading ability of the users
- Followed the **MVC** architecture, alongside with **JavaFX** for UI, and integrated a MIDI keyboard by use of Threads for simultaneous note playing.
- Collaborated with a team of 4, using **GitHub**, to efficiently collaborate and maintain clean codebase.

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.

NBA Parlay Predictor *| Python, TensorFlow, Flask, React, Scikit-learn, AWS, Vercel*   January 2025 – Present
- Working on developing a **React** based web application using player-based NBA predictions powered by machine learning model, to make parlays with selected or random players over/under lines.
- Built a ML model using to predict player performance on the upcoming game based on historical NBA data.
- Built a **RESTful API** using **Flask** to integrate real-time player data and model predictions into the app.
- Used web scraping to get real time stats of NBA players and teams
- Implementing advanced parlay odds calculation logic, and creating an interface for visualizing player statistics.

TECHNICAL SKILLS

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