

AIM

I want backend and AI systems roles: services that stay up, pipelines that train and serve models, and the unglamorous reliability between a kernel and a product.

EDUCATION

**Computer Engineering** · Zonguldak Bülent Ecevit University 2023 – present

SELECTED WORK

**SILICON** GPU laboratory 2026

From-scratch WebGL2 GPU lab — no Three.js, no engine. VAOs, shadow maps, deferred G-buffers, a CPU rasterizer, and a wind-tunnel that takes your own .obj / .stl. The same objects you would bind from C with GLFW.

**Lumen** 3D product studio 2026

A commerce-style 3D studio for the Aurora One wireless headphone. Orbit, dolly, colorways, surface finishes, and lighting presets — studio, stage, vitrine — with live sliders on desktop and phone.

**This site** Personal 2026

A fast, mobile-first personal site. Short about, selected work, résumé, and a way to reach me. You are looking at it.

SKILLS

TypeScript · Python · WebGL2 · GLSL · React ·  
Three.js · OpenGL ES · Keras

LANGUAGES

Turkish Native  
English Professional