

Sinan Yumurtaci

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EDUCATION

Colby College

GPA: 4.00, Class Rank: 21, Presidential Scholar

Bachelor of Arts; Major in Computer Science with a Minor in Economics

Waterville, ME

September 2019 - May 2023

EXPERIENCE

Google

Software Engineering Intern

Mountain View, CA

May 2022 - August 2022

Worked on a developer tool that validates billions of time-series statistics in the Data Commons knowledge graph.

- Improved data validation and processing speed 30% by analyzing flame graphs of runtime performance and engineering optimizations in Java
- Eliminated an inefficiency causing delays of 2-3 days for 5% of all additions to the knowledge graph by programming an alternative method of data verification, allowing engineers to unblock themselves
- Designed and deployed an automated continuous testing process, catching 8 silent bugs within 3 weeks and introducing an additional layer of safety against future regressions
- Brainstormed and implemented an algorithmic improvement from exponential to linear time complexity, reducing computational cost of scaling business logic for ranking data sources 50-75%
- Kick-started an initiative to support categorical variables in the knowledge graph by redesigning data types and business logic to allow future flexibility

98point6

Software Development Engineer Intern

Seattle, WA

June 2021 - August 2021

- Saved 120 physicians-hours (equivalent to \$10,000) yearly by designing and training a recommender ML system, using Python, scikit-learn for prototyping model architectures, and Keras for transfer learning
- Analyzed viability of 2 product initiatives and 3 design proposals with data-backed reports

Computer Science Department, Colby College

Research Assistant

Waterville, ME

August 2019 - January 2022

- Expanded automation for running computational experiments, saving 50+ hours in unproductive & routine tasks
- Developed a comprehensive and configurable MATLAB framework for simulating human perception of direction
- Co-authored "Modeling Physiological Sources of Heading Bias from Optic Flow", peer-reviewed and published in *eNeuro*

Economics Department, Colby College

Research Assistant

Waterville, ME

January 2020 - August 2021

- Programmed data processing pipeline that cleaned and joined 100GBs of data across datasets using Google Earth Engine

PROJECTS

Esports Teammate Finder Website

PHP, MySQL, JavaScript, HTML/CSS

duobul.net

- Wrote all front-end and back-end code, self-taught full-stack web development with the LAMP stack in the process
- Achieved 1st place ranking above competitors on Google for many relevant and popular search terms with targeted SEO, serving 2000 monthly active users at peak activity

Real-time Multiplayer Strategy Board Game Website

JavaScript, React, MobX, Jest, Python, pytest, Redis, Docker, Bash

strate.gg

- Implementing real-time strategy game server and website using JavaScript, React, MobX, Python, Flask, and Redis
- Automated CI/CD pipeline with testing, linting, and deployment using Docker, Docker Compose, Bash, and Makefile

TECHNICAL SKILLS

Languages – Python, JavaScript, HTML/CSS, Java, Go, MATLAB, Shell Scripting, SQL

Frameworks – React, Jest, Flask, pytest, MobX

Developer Tools – Git, Docker, Docker Compose, Google Cloud Platform, Jupyter Notebook

Libraries – NumPy, pandas, Matplotlib

Other – Google Earth Engine, Unity 3D, Processing, vim