Sarper Melik Ertekin
Data Science, AI, ML, AR, VR, MR, Automation

ETHZ D-ITET MSc
Immediately available for internships

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Skills
- **Mixed Reality** (Advanced)
- **VR / AR** (Advanced)
- **Unity** (Advanced)
- **Project Management** (Advanced)
- **Automation** (Intermediate)
- **Node.js** (Intermediate)
- **Next.js** (Intermediate)
- **Nest.js** (Intermediate)
- **Flutter** (Intermediate)
- **Machine Learning** (Intermediate)
- **Deep Learning** (Intermediate)
- **NLP** (Intermediate)
- **Computer Vision** (Intermediate)
- **Android Studio** (Intermediate)
- **Data Analysis** (Intermediate)
- **UI / UX Design** (Intermediate)
- **Web Development** (Intermediate)

Programming Languages
- **C#** (Advanced)
- **Python** (Advanced)
- **Javascript** (Intermediate)
- **Java** (Intermediate)
- **Kotlin** (Intermediate)
- **Dart** (Intermediate)
- **C++** (Intermediate)
- **Matlab** (Intermediate)

Languages
- English (C1)
- German (C1)
- Spanish (A2)
- Turkish (Native)

Interests
- Programming
- Drones
- Martial Arts
- Playing guitar
- Watching documentaries

Work Experience

JUNIOR SOFTWARE DEVELOPER / PAYGREEN
ZUG / SWITZERLAND (FEBRUARY 2023 - MARCH 2023)
My responsibilities included creating, testing, and implementing new features for the payment platform, troubleshooting issues, and coordinating with the rest of the team to ensure project goals were met. Through this experience, I gained valuable skills in software development and worked on an innovative project focused on sustainability in the e-commerce industry.

CO-FOUNDER AND SOFTWARE DEVELOPER / MIZE
ZURICH / SWITZERLAND (FEBRUARY 2023 - TODAY)
Creating AI business assistants, which can automate the repetitive tasks over different platforms and generating content for different needs of different platforms.
Worked on task automation and AI content generation as well as frontend and backend of the web app.

MIXED REALITY DEVELOPER AND DATA SCIENTIST / RIMON TECHNOLOGIES
ZURICH / SWITZERLAND (JANUARY 2022 – SEPTEMBER 2022)
Developing both frontend and backend in informative mixed reality applications, optimizing the project structure, and implementing new features with Unity and C#, worked on auto translation and object detection as well.

TEACHING ASSISTANT / ETH ZURICH
ZURICH / SWITZERLAND (FEBRUARY 2019 – JANUARY 2022)
Teaching 4 different courses in ETH Zurich. For some semesters 2 or even 3 courses simultaneously. Total of 11 TA assignments
- Elektrotechnik I (2 semesters FS19 and FS20)
- Game Development with Unity (5 Semesters HS19 – HS21)
- Android Application Development (2 Semesters HS20 and FS21)
- Programming Nao Robots (2 Semester FS21 and HS21)

Experience

LEAD / GOOGLE DEVELOPER STUDENT CLUB
ZURICH / SWITZERLAND (SEPTEMBER 2022 - TODAY)
Leading a team of 18 to organize different events, reaching out to big tech corporates as well as different associations and professors to bridge the gap between theory and practice.

FOUNDER & PRESIDENT / DEVELOPERS' CLUB
ZURICH / SWITZERLAND (OCTOBER 2018 – TODAY)
After 2.5 years of teaching experience in ETH Zurich, we decided to build a community together as TA's to build games, apps and MR projects together. We are also organizing workshops to share our knowledge with the whole ETH community and recruit interested students.

VP OF IT COMMITTEE / ETH ENTREPRENEUR CLUB
ZURICH / SWITZERLAND (JANUARY 2023 - TODAY)
I am responsible for leading the development and implementation of technological solutions to support the club's various initiatives. My role involves managing a team of engineers and overseeing the planning and execution of projects to ensure they align with the club's mission and goals. Additionally, I collaborate with other committees and stakeholders to identify opportunities to leverage technology to improve the club's operations and member experience.

Relevant Projects

- AR Ultrasoundprobe
- Object Detection App
- Youtube video summarizer
- Informative hand recording mixed reality app
- VR horror game
- Drone swarm control via BCI and Hololens
- Programming Nao Robots for soccer
- Fusing Transformers with Optimal Transform
- Personal Relation Management App

SOFTWARE ENGINEER / ETH ENTREPRENEUR CLUB
ZURICH / SWITZERLAND (OCTOBER 2022 - JANUARY 2023)

My role involved collaborating with a team of engineers and entrepreneurs to develop and implement software solutions for the club's various projects and initiatives. I gained experience in software development and project management while working with a diverse team and contributing to the club's mission of fostering entrepreneurship among students at ETH Zurich.

INCUBE SPONSORING / ETH ENTREPRENEUR CLUB
ZURICH / SWITZERLAND (FEBRUARY 2022 - OCTOBER 2022)

In the organizing team I work as a member of the sponsoring committee to achieve the corporate funding for the InCube 2022 Challenge Edition. Furthermore, I developed the website for the InCube Challenge and provided constant support to the marketing team.

RECOVERY ENGINEER / ARIS
ZURICH / SWITZERLAND (OCTOBER 2018 – AUGUST 2019)

Assembled and maintained the electronic part of the Recovery System of the Rocket in Team Heidi.

Education

MASTER'S IN ELECTRICAL ENGINEERING AND INFORMATION TECHNOLOGY
ETH ZURICH - ZURICH / SWITZERLAND (2021-2024)

BACHELOR OF SCIENCE IN ELECTRICAL ENGINEERING AND INFORMATION TECHNOLOGY
ETH ZURICH - ZURICH / SWITZERLAND (2017-2021)

HIGH SCHOOL
DEUTSCHE SCHULE ISTANBUL - ISTANBUL / TURKEY (2012-2017)