

# Sinan Yumurtaci

[sinan@enjoythecode.com](mailto:sinan@enjoythecode.com)  
[github.com/enjoythecode](https://github.com/enjoythecode)

## EDUCATION

**Colby College, ME** May 2023 (Expected)

- B.A. Computer Science
- Relevant coursework: Data Structures & Algorithms (Fall 2019)
- Presidential Scholar

## EXPERIENCE

**Software Developer Intern at ByNoGame** Jul 2017 - Aug 2017

- Improved MySQL query time complexity from linear time to constant time by designing and implementing an optimization. This decreased latency of API calls from an average of 1500ms to 130ms for each question in an online trivia game.
- Automated the manual validation of thousands of transactions each month by writing a Python script.
- Helped increase user engagement by developing a puzzle mini-game using HTML, CSS, and JavaScript.

**Software Development Freelance Work** Dec 2016 - Aug 2018

*Worked for 6 separate clients*

- Developed a full-stack web application using HTML, CSS, JavaScript, PHP, and MySQL for a car shop that lets users add, manage and view car availability data.
- Simplified interaction with the Oanda Trading REST API by coding a wrapper class in Python. Coded an automated trader using said wrapper for an independent stock trader.
- Enabled automatic tracking of car insurance rates over time from 6 different websites by building a web scraper in Python.
- Increased efficiency by 8x in an existing Python web scraper by implementing multithreading and database connection sharing.
- Decreased the barrier to adoption of an existing REST API by writing a Python wrapper around it.
- Ensured accurate generation of conference name tags by building an Arabic-English transliteration tool using JavaScript and HTML.

**Turkey National Informatics Olympiad Summer Camp** Sep 2018

- Ranked 5<sup>th</sup> out of 125 participants in the National Competitive Programming Exam.
- Invited to attend this 2-week camp under leading Computer Science professors and learned about Data Structures & Algorithms in C++.

## PROJECTS

**Strategy Board Game Amazons A.I.** May 2019 - Present

- Learning about Monte Carlo Tree Search & Upper Confidence Bounds to build an A.I. player for the strategy board game *Amazons*.
- Working on an efficient move generation engine that uses bitboard representations. Specifically, I am trying to adapt the magic bitboards algorithm used extensively in chess programming with 8x8 boards to the 10x10 board of *Amazons*.

**Evolution Brainf\*\*k** Feb 2019 - Mar 2019

- Wrote an evolutionary algorithm from scratch in Python.
- Generated valid code in the esoteric programming language Brainf\*\*k that matches given input-output pairs using said evolutionary algorithm. Open-sourced on my GitHub.

**Video Game Teammate Finder Website** Nov 2017 - Present

- Developed and deployed a full-stack website using HTML, CSS, JavaScript, PHP, and MySQL that lets video game players find teammates to play with. [Visit](#) at duobul.net (Turkish).

## SKILLS

- Languages: Python, HTML, CSS, JavaScript, Java, PHP, MySQL
- Frameworks: jQuery, Flask
- Tools: Git