

Bariş ZORLU

New Graduate Computer Engineer | Software Developer

Izmir, Turkey | bzorludev@gmail.com | +90 536 952 18 87 | bariszorlu.com | linkedin.com/in/bzdev | github.com/bariszorlu35

PROFILE

Computer Engineering graduate focused on backend/full-stack development and applied machine learning. At Steasoft, I worked on enterprise B2B modules using Laravel/PHP and Microsoft SQL Server; at DabNet, I developed Node.js REST APIs, Angular features, and MySQL-backed municipal systems. Strong portfolio across real-time audio, ML, reinforcement learning, web platforms, and a published iOS game.

PROFESSIONAL EXPERIENCE

Steasoft - Laravel/PHP Developer Intern

06/2026 - 07/2026

- Contributed to account approval and data-integration workflows in a Laravel/PHP-based enterprise B2B application.
- Used Laravel Query Builder and Microsoft SQL Server to implement data queries, province-name mapping, and normalization logic.
- Improved existing modules through debugging, null-safe data access, and code-quality refinements.

DabNet Bilisim - Backend Developer Intern, Izmir

07/2025 - 08/2025

- Contributed to the City Information Management System (Kent Bilgi Yonetim Sistemi), supporting municipal geographic, zoning, and citizen-service workflows.
- Developed and integrated RESTful API endpoints with Node.js and maintained user-facing features in Angular.
- Worked with MySQL for relational storage, queries, and data structures used by map and citizen-service modules.
- Collaborated in a professional team workflow covering debugging, testing practices, and code-quality follow-up.

EDUCATION

Mugla Sitki Kocman University - B.Sc. Computer Engineering

09/2022 - 06/2026

Coursework: Data Structures & Algorithms, Software Engineering, Database Systems, AI & Machine Learning, Computer Networks, OOP, Operating Systems, Mobile & Web Development

Dokuz Eylul University - Associate Degree, Computer Programming

09/2019 - 09/2021

Coursework: Database Management, Web Development, OOP, Algorithms & Data Structures

TECHNICAL SKILLS

Programming: Python, C++, Java, C#, JavaScript, TypeScript, PHP, SQL

Backend / Web: Node.js, Express.js, Laravel, Django, .NET, REST APIs, Angular, React, HTML/CSS, AJAX, Capacitor

Databases: MySQL, Microsoft SQL Server, MongoDB, Firebase

ML / Data: PyTorch, scikit-learn, pandas, NumPy, librosa, CNNs, Q-learning / Reinforcement Learning

Tools: Git, GitHub, Docker, CMake, JUCE, Linux/macOS, VS Code

Languages: Turkish (Native), English (technical reading/writing)

SELECTED PROJECTS

Otopark Kaçış - Published iOS Puzzle Game

07/2026

- Built and shipped an offline sliding-block puzzle game with 400 handcrafted levels and six-language localization on the App Store.
- Implemented a BFS shortest-path solver for level validation and smart hints, plus daily challenges, local progress, haptic feedback, and an ATT/UMP-compliant ad flow.
- Tech: JavaScript (ES Modules), HTML5, CSS3, Capacitor (iOS/WKWebView), Google Mobile Ads, UMP, Service Worker/PWA, and LocalStorage.
- App Store: apps.apple.com/tr/app/id6791525455

AI Guitar Amp Simulator & Tone Matching - C++, JUCE, Python, PyTorch, librosa

09/2025 - 03/2026

- Built a real-time guitar amplifier simulator integrating NAM profiles and impulse-response cabinet simulation for low-latency audio processing.
- Generated a labeled tone dataset by rendering thousands of randomized presets; trained a CNN model to predict amp parameters and classify NAM/IR profiles from reference tones.
- Combined model predictions with spectral-distance refinement using multi-resolution STFT loss to improve tone reproduction accuracy.

Reinforcement Learning Based Adaptive Honeypot - Python, Q-learning, Dashboard

2026

- Developed an adaptive honeypot simulation that learns response policies with Q-learning and compares results against fixed baseline strategies.
- Evaluated learned policies across repeated sessions/seeds and visualized attacker interaction metrics for presentation and analysis.

Web-Based Interactive Map and Forum for Izmir - PHP, MySQL, JavaScript, Google Maps API

03/2021 - 06/2021

- Built a community web platform where users can explore, add, and rate locations, with AJAX interactions and real-time map features.

dVote: Decentralized Voting Demo - Solidity, Node.js, ethers.js, Docker

2026

- Built a demo voting system with off-chain identity checks, single-use vote tokens, and on-chain vote submission without storing PII.