

Resul Kılınç

B.Sc. Computer Engineering Student · Kahramanmaraş Sütçü İmam University (KSU)

Email: kilincresul722@gmail.com · Phone / WhatsApp: +90 531 246 99 10

Web: resulkilinc.com · GitHub: github.com/resulkilinc · LinkedIn: linkedin.com/in/resul-kilinc-78b54b266

ORCID: 0009-0006-8360-795X · Medium: medium.com/@resulkilinc

Profile

Third-year undergraduate in Computer Engineering with emphasis on algorithms, software engineering, and applied machine learning. Erasmus+ study mobility (Lodz University of Technology, Poland); formal Erasmus+ internship acceptance at South-West University "Neofit Rilski", Blagoevgrad, Bulgaria. Two national-level TEKNOFEST entries (International UAV; Unmanned Underwater Systems). Seeking internships and research collaborations in production-minded software teams.

Education

B.Sc. Computer Engineering — Kahramanmaraş Sütçü İmam University

Ongoing · coursework includes data structures & algorithms, OOP, databases, networks, OS, software engineering, computer architecture, AI, web programming

Erasmus+ Study Mobility — Lodz University of Technology, Poland

Coursework in English; collaborative projects and cross-cultural teamwork

Experience & activities

- **Undergraduate studies (KSU)** — labs, team projects, systems and software practice (2022–present).
- **Erasmus+ internship (accepted)** — South-West University "Neofit Rilski", Blagoevgrad, Bulgaria; mobility profile recorded.
- **TEKNOFEST** — two national entries; UAV and unmanned underwater systems tracks; integration, documentation, milestone-driven delivery.

Projects (selected)

- **Res AI (RAG-lite)** — client-side retrieval and ranked snippets; stream-style answers; static-host friendly (resulkilinc.com).
- **Personal portfolio** — semantic HTML, accessible layout, vanilla JavaScript.
- **Minesweeper-style game** — grid logic, UI feedback, deterministic rules.
- **Mobile application** — mobile-first UX (in progress).
- **Team game development** — software engineering course project.
- **Academic writing** — co-authored manuscript (AI topic); under review; ORCID for publication tracking.

Technical skills

Languages: C/C++, Python, Java, PHP, JavaScript, Assembly

Web & tools: HTML5, CSS3, Git

Concepts: algorithms & data structures, software engineering, UML, computer architecture

Deepening: machine learning, cybersecurity basics

Languages & interests

English (academic coursework abroad); Turkish. Interests: travel photography, reproducible AI engineering, accessible UI, static-site performance, clear documentation.