

Doruk Ersoy

Euston Road, St Pancras Chambers, Apartment 5-10, London, NW1 2AR | +44-7931-276-119
dorukersoy2006@gmail.com | dorukersoy.com | linkedin.com/in/doruk-ersoy | github.com/dorukersoy47

Education

University College London (UCL) BSc in Computer Science	London, UK 2024 – 2027
<ul style="list-style-type: none">• Achieved First Class Honours (1:1) overall in Year 1 (78.6/100) with all modules graded First.• President of Game Development Society and Sponsor & Outreach Officer of Turkish Society.	
Koc High School (with 40% Merit-Based Scholarship) Graduated from IB (40/45) and Turkish National Diploma (93.76/100).	Istanbul, Turkey 2020 – 2024

Experience

Internship, Software/AI Engineer Selco Consulting	Istanbul, Turkey August 2025 – September 2025
<ul style="list-style-type: none">• Benchmarked IBM Watsonx agents on Turkish summarisation to support RAG AI used by 20+ clients.• Developed a React app that visualises 50+ oil warehouses and delivery routes for the company Petrol Ofisi.• Contributed to a SQL-Python database comparison tool that reduced manual checking time by 95%.• Authored two research papers about LLM memory storage and ML usage in retail forecasting.	
President, Game Development Society UCL, Students Union	London, UK June 2025 – Present
<ul style="list-style-type: none">• Organised weekly events, tutorials, game jams, and development cycles for 100+ members.• Published multiple games on Itch.io, including Flame n Bake which had 10+ reviews.	
Programming Mentor UCL, Department of Computer Science	London, UK October 2025 – Present
<ul style="list-style-type: none">• Mentored 10+ first-year CS students in the fundamentals of programming through weekly tutorials.• Tutored about languages (C, Java, Python) and CS Concepts (algorithms, data structures, OOP).	
Internship, Front-end Web Development Hepsiburada	Istanbul, Turkey January 2023 – February 2023
<ul style="list-style-type: none">• Created Elementify, a website which converts strings into elements leveraging JS/HTML/CSS.• Participated in technical meetings on localisation and package size management within React.	

Projects

ReadingStar 2.0 <i>Python, JavaScript, Electron, OpenVINO, IBM Granite</i>	Present
<ul style="list-style-type: none">• Collaborating with Intel, IBM, and National Autistic Society for an app to help autistic children vocalise.• Integrating local LLMs, text-to-speech, and OpenVINO for offline AI inference and deployment using Nuitka.	
Lighthouse AI <i>Python, MediaPipe, React, OpenAI API</i>	2025
<ul style="list-style-type: none">• Engineered an AI platform that analyses productivity and investigates root-cause with multi-agent reasoning.• Integrated GitHub, Slack, and Calendar APIs to deliver insights from 2000+ activity events.	
IBM Watsonx Turkish Benchmark Test <i>Python, IBM Watsonx, Git</i>	2025
<ul style="list-style-type: none">• Implemented ROUGE-1/2/L tests to compare 4 Watsonx Agent models' Turkish summarisation performance.• Published results on GitHub and presented to IBM's team for possible integration for future models.	
Flame n Bake <i>Godot, GDScript, Git</i>	2025
<ul style="list-style-type: none">• Developed a rogue-like bullet-hell game for Brackeys Game Jam in 1 week as a team of 2.• Received positive feedback on our published Itch.io page with 10+ reviews after the competition.	
Procedural Content Generation Research <i>Unity, C#, Python</i>	2024
<ul style="list-style-type: none">• Compared cellular automata and Perlin noise in 2D map generation as my IB Extended Essay, receiving grade A.• Plotted and analysed algorithm performance using Python matplotlib.	

Technical Skills

Languages: Python, C, JavaScript, TypeScript, HTML/CSS/Tailwind, Java, GDScript, Haskell
Engines/Frameworks: React, Next.js, Node.js, Godot, Unity
Developer Tools: Git, Vercel, Visual Studio Code