

# Celal Karakoç

Software Engineer



## About me

I'm Celal Karakoç, a recent graduate in Computer Science and Engineering at TU Delft. I'm currently searching for a software developer role with Angular and/or Java (Spring).

I would like to refer to my website for the most up-to-date information about me.

## Languages

**Dutch** ● ● ● ● ● ●  
**English** ● ● ● ● ● ●  
**Turkish** ● ● ● ● ● ●

## Hobbies

When I'm not coding, I enjoy trying out all kinds of activities like running, fitness and cooking.

## Extracurricular activity

Volunteered for a couple of marathons (Kids run, Ladies run, Rotterdam Marathon).

Was a member of the Delft Student Esports Association (DSEA)

Volunteered at the Riot Games European LCS World Championships.

## Favourite song

🎵 SoulChef, Nieve - Write This Down.

## Favourite book

📖 Candide, Voltaire

📍 Rotterdam, NL

📞 on request

✉ c.karakoc@live.nl

🌐 www.ckarakoc.nl

🌐 in/celal-karakoc

🌐 ckarakoc

## EXPERIENCE

2021–2024 **Store Assistant** · C&A · ROTTERDAM

I worked 3 years at a clothing store in Rotterdam Centre, providing personalized assistance to customers, enhancing their shopping experience and driving repeat business. My commitment was recognized with the **"Employee of the Month"** award, highlighting my consistent performance and contribution to the store's success.

2020–2021 **Laravel Developer** · MaxEncode · ROTTERDAM

MaxEncode was a company that I, with two other people, worked on when I was self-employed. We together tried to excel this company from the ground up and ultimately failed doing so. Still, I learned quite a bit, mostly regarding Laravel, and I don't plan on giving up just yet.

2018–2021 **Teaching Assistant** · TU Delft · DELFT

I worked at my university as an assistant for varying courses, such as Computer Organisation, Algorithms and Datastructures and Data Mining. I helped with grading students and answering their questions.

2019 **Internship** · Neuronmocap · DELFT

Perception Neuron is a cutting-edge motion capture technology developed by Noitom, a leading innovator in the field of motion capture. For my Software Project I, with a group of students, had to help this company with one of their products, called AXIS Neuron for about 3 months.

## EDUCATION

2025 **Bachelor Computer Science and Engineering**  
Delft University of Technology

2025 **Minor Deep Programming**  
Vrije Universiteit Amsterdam

## CERTIFICATIONS

**Cambridge English Certificate**

## TECHNICAL SKILLS

### Programming Languages:

Java, TypeScript, Python

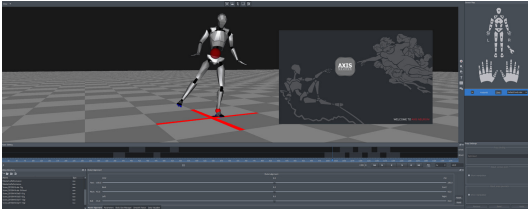
### Frameworks / Libraries:

Angular, Spring Boot, Laravel, JavaFX, TailwindCSS

## PUBLICATIONS

- 1 X. Zhang, Y. Yu, G. Georgios, and A. Ras-togi, "Pull request decisions explained: An empirical overview," Delft University of Technology, Mar 6, 2023.
- 2 X. Zhang, Y. Yu, and A. Rastogi, "On the shoulders of giants: A new dataset for pull-based development research," Delft University of Technology, May 10, 2020.
- 3 C. Karakoç, "Interaction with Artificial Social Agents: A thematic analysis of people's experiences," Delft University of Technology, June 24, 2025.

## PROJECTS - SEE MY WEBSITE FOR THE FULL LIST OF PROJECTS



### Motion Tracking in Virtual Reality

Internship - C# · Unity

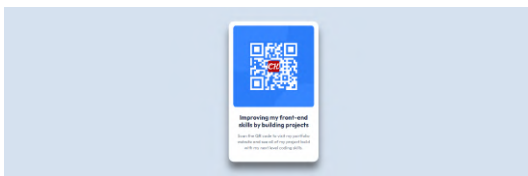
Axis Neuron is a proprietary capture and recording software for the Perception Neuron 32. The software allows you to do real-time capture, recording and streaming into third party 3D applications. Worked on the Neuron Glove Software at my internship.



### TwoBrains

Desktop - Java

Two-Brains is a Tinder-Like application that helps you find study buddies right when you need them. We made use of varying algorithms and a client-server structure. The Frontend is written in JavaFX.



### FrontendMentor

Web - Angular

This is a repo to show all my Frontend creations on frontendmentor.io. FrontendMentor is a website that simulates real-life working conditions. It gives you a figma file and expects you to implement it, with all the requirements.



### Asteroids

Game - Java

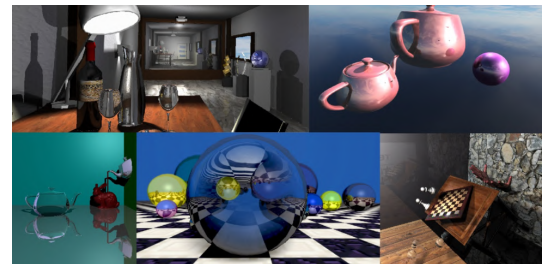
This is an implementation of the Asteroids game in Java. This has been made in a Scrum environment, with the intention of using various design patterns and test driven development.

# NETFLIX

### A Multithreaded Recommender System

Kaggle - Java · Python

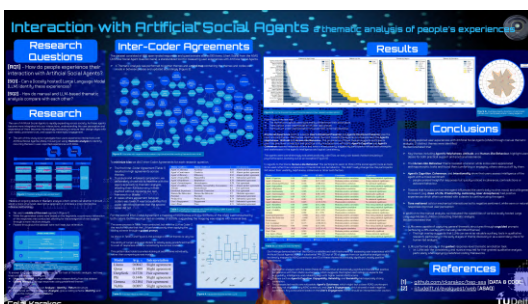
In this project I had to implement a recommender system for a dataset of Netflix using Nearest Neighbor methods and Latent Factor models. I did it in a multithreaded way.



### Ray Tracer

Blender - C++

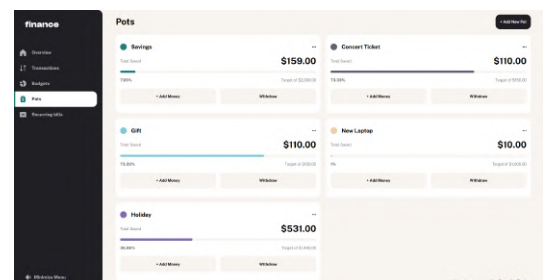
Rasterization and ray tracing are two fundamental techniques used in computer graphics to render images, but they approach the task very differently, each with its strengths and weaknesses. We were created a raytracer and implemented raytracing into a scene made in Blender.



### Interactions with Artificial Social Agents

Thesis - Python · LLMs

My Bachelor Thesis. I did a paper conducting a thematic analysis on Artificial Social Agents. Final grade: 8.5.



### JellyCash

Web - Java (Spring) · Angular

JellyCash is a **WIP** finance application (with budgeting, pots, transactions) that I'm currently working on as a case with a Java Spring backend and Angular frontend.