

# ATAKANGUNAL

atakungunal.com

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## EDUCATION

<b>University of California, Santa Barbara</b> Master of Science, Media Arts and Technology	Expected Jun 2018
<b>Koç University, Istanbul</b> Bachelor of Science, Computer Engineering GPA: 3.24/4.0	Sep 2006 - Jun 2014
<b>Simon Fraser University, Vancouver</b> Formal Exchange Program	Jan 2009 - Jun 2009
Extended Minor in Music (coursework)	Sep 2009 - Dec 2012
<b>University of California, Los Angeles</b> Summer Sessions, computer science and cognitive psychology GPA: 4.0/4.0	Summer 2009

## WORK EXPERIENCE

<b>Teaching Assistant</b> for Music & Technology, Art & Technology, Intro to Experimental Physics University of California, Santa Barbara	Sep 2016 - Jun 2017
<ul style="list-style-type: none"><li>• Taught lab sections and lectures involving acoustics, psychoacoustics, audio recording/mixing, digital sound synthesis, audio programming, simple physics</li><li>• Led discussion sessions and coordinated collaborative exercises</li></ul>	
<b>Software Engineer Intern</b> AppFolio, Santa Barbara	Jun 2016 - Sep 2016
<ul style="list-style-type: none"><li>• Co-developed a map based listings web application in an agile pair programming setting</li><li>• Did full-stack web development using Ruby, Praxis, MongoDB on backend, JS, React.js, Redux, Mapbox on frontend</li><li>• Generated know-how using frameworks and APIs new to the company</li><li>• Received training in full-stack ruby-on-rails development, scalable apps, agile principles</li></ul>	
<b>Technical Coordinator</b> in The Center for Research in Electronic Art Technology (CREATE) University of California, Santa Barbara	Jan 2016 – Jun 2017
<ul style="list-style-type: none"><li>• Laboratory, studio, and performance space management for audio/visual facilities</li><li>• Maintenance, planning, design and installation of upgrades for equipment and software</li></ul>	
<b>Software Developer</b> in Core Technologies R & D Department SESTEK Speech Enabled Software Technologies, Istanbul	Sep 2013 - Aug 2015
<ul style="list-style-type: none"><li>• Developed and maintained an Android app for a social media analysis product</li><li>• Written a simple HTTP GET server library using Boost.Asio</li><li>• Integrated Kaldi speech recognition engine to SESTEK SR libraries</li><li>• Updated and maintained a C++ library for SRGS to FSG translation using JavaScript</li><li>• Written SRGS grammars for various speech recognition projects</li><li>• Developed Android clients for various products using JNI and kSOAP</li><li>• Written Java wrappers for various C++ libraries using JNI</li><li>• Developed an Android app for collecting audio recordings and uploading them to a server via a WCF web service</li></ul>	
<b>Software Developer Intern</b> in Mobile Technologies Department SOFTTECH, Istanbul	Jul 2013
<ul style="list-style-type: none"><li>• Did research and development for developing an acoustic NFC system</li></ul>	
<b>Software Developer Intern</b> in Core Technologies R & D Department SESTEK Speech Enabled Software Technologies, Istanbul	Jun 2013
<ul style="list-style-type: none"><li>• Suggested and implemented a solution for storing large amounts of musical data</li><li>• Use of industry standard MusicXML format and fast integration cut the estimated project development time by 20%</li><li>• Written the MusicXML parser code and a Java wrapper for the C++ project library</li></ul>	
<b>Freelance iOS Developer</b> MAG Innovative, Istanbul	2009
<ul style="list-style-type: none"><li>• Developed the iOS application later published under the name “Piyano”</li></ul>	

## SKILLS

**Computing:** OOP, multithreading, MVC, CI, agile, audio DSP, C/C++, Java, JavaScript, Ruby, Python, MATLAB, Android SDK/NDK, JNI, SQL, MongoDB, SVN, Git, MaxMSP, Pro Tools, Logic, Audacity, Mac OS X, Windows, Linux  
**Audiovisual:** Experience with studio and PA equipment, techniques; Sonic Research Studio at SFU, CREATE at UCSB  
**Languages:** Turkish (native), English (fluent)