

Emrah Fidan

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A Computer Engineer and Project Manager building bridges between technology and psychology. As the sole software developer at a 5-year robotics startup, I develop agricultural UAV disease detection systems achieving 91.35% F1 score with YOLO-based deep learning. Founded AIydin Technology Summit, leading 45 volunteers to bring together 1000 participants and establish university-industry collaborations. I transform human-centered AI projects into value-creating products. Managing teams with Agile methodologies and Scrum Master expertise, applying gamification techniques. Focused on creating innovative solutions that benefit society through entrepreneurial spirit, strategic thinking, and continuous learning.

Professional Experience

Computer Vision and AI Engineer - ALPROBOTICS - (October 2024 - Present)

- Leading agricultural UAV prototype to serial production transition as the company's sole software engineer, managing end-to-end product commercialization process.
- Developing autonomous solutions to increase agricultural efficiency (spraying optimization, disease detection) using YOLO-based deep learning models and image processing algorithms. Achieved 91.35% F1 score through hyperparameter optimization.
- Mentoring two engineering interns with the goal of building software team from scratch, supporting their technical/professional development while expanding company's internal knowledge base.
- Managing project with holistic approach by actively acquiring knowledge in mechanical and electronics engineering to ensure seamless software-hardware integration.
- Executing data collection, preprocessing, model development and validation processes using TensorFlow and PyTorch, creating R&D solutions providing long-term productivity gains for farmers.

Software Engineer - PUSAY Aviation - (October 2023 - 2024)

- As founding member of university's first aviation and AI project team, competed in Teknofest Fighting UAV competition, pioneering aviation technology ecosystem.
- Developed autonomous target recognition model achieving 92.78% accuracy by optimizing object detection algorithms using YOLO and OpenCV, delivered competitive performance in competition.
- Served as computer vision lead in 10-person core team while contributing to frontend development processes, developing cross-functional skills.
- Provided software and computer vision training to 15-person sub-team ensuring technical knowledge transfer, increased team capacity by mentoring new software developers.
- Created sustainable project culture in aviation, AI and software fields at university through this pioneering project; inspired establishment of multiple new teams in following years.

Education

Computer Engineering (English - Bachelor's) - Aydın Adnan Menderes University - 2021 - 2025

GPA: 3.47

Volunteer Activities

Pre-Incubation Entrepreneurship Student - ADU Technopark - (February 2024 - May 2025)

- Undertook strategic planning and organization leadership in 100+ participant entrepreneurship and innovation events as university representative at ADU Technopark.
- Designed "Young Entrepreneurs" program from scratch enabling 25+ students to develop entrepreneurship competencies, coordinated mentorship and training processes.
- Actively participated in developing inter-institutional cooperation protocols by representing my university in strategic meetings with 8 Technopark companies and Denizli Technopark.

Founder and Event Lead - AIydin: Technology Summit (February 2024 - April 2025)

- Founded university's first large-scale technology summit, managed 45-person volunteer team, brought together 1000+ participants.
- Established foundation of technological project ecosystem by initiating university-industry cooperation protocols, achieved 300% increase in similar events post-summit.
- Created real internship and job opportunities for 40+ students by managing organization, marketing and sponsorship processes end-to-end.
- Achieved 95% satisfaction rate with event format designed using psychology and gamification principles.

Team Member - Technology and Innovation Community - Corporate Relations and Sponsorship Department - (November 2023 - October 2024)

- Managed corporate relations and sponsorship processes in one of 850-person engineering faculty's active communities.
- Prepared sponsorship files and directly contacted companies, secured financial support and collaborations for events.
- Created networking opportunities by organizing student-industry meetings, contributed to community growth.
- Significantly increased event attendance by developing effective communication strategies and social media campaigns to solve participation issues in event announcements.

CS Department Lead - IEEE Community - (2022 - 2023)

- Delivered 3 successful software projects as Project Manager & Scrum Master of 10-person software team, achieved 100% project success rate applying Agile methodologies.
- Provided algorithmic thinking and coding fundamentals training to 100+ students as lead instructor in "AI Debates" and "AlgoCoding" events.
- Systematically improved engineering students' software development competencies through technical content development and curriculum design.
- Enabled participants to transform theoretical knowledge into practical projects by applying project-based learning methodology.

Community Leader - Gamification Community - (2022 - 2023)

- Led team management and event planning processes to create awareness about gamification as new concept at university.
- Organized interactive events using gamification techniques, enabled students to learn how to apply these methodologies in education and business life.
- Applied different interaction models to increase participant motivation, developed strategies to increase event attendance.
- Contributed to community's sustainable growth by taking active role in team coordination and strategy development processes.

Skills

Languages

- English - B1

Technical Skills

- AI & Computer Vision: YOLO, OpenCV, TensorFlow, PyTorch
- Programming: Python, JavaScript
- Mobile & Web: Flutter, React, Vue.js
- Project Management Tools: Jira, Notion, Trello
- Data Analysis: Pandas, NumPy, Matplotlib
- Version Control: Git, GitHub

Professional Skills

- Project Management: Agile/Scrum methodologies, Sprint planning, Prototype to production transition
- Leadership: 45+ person team management, Mentoring and coaching
- Gamification: Motivation systems, User experience design
- Business Development: Sponsorship management, Corporate relations, Startup operations
- Training: Technical education design, Workshop management
- Communication: 1000+ person event organization

Interests & Hobbies

Entrepreneurship & Innovation: Following startup ecosystems, developing business models

Gamification: Motivation psychology, game mechanics design

Technology Trends: AI research, contributing to open source projects

Mentoring: Voluntary career counseling for junior developers and students

References

Available upon request.