EREN FILIZ

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HIGHLIGHT OF SKILLS

- Proficient in Python and Java, with C programming to be learned in winter 2026.
- Foundational knowledge in Game Development (UE5) and Windows Server Systems.
- Experience in academic research, article analysis & formatting, and research presentations.
- Excellent verbal and written communication skills in English (IELTS 8) and Turkish (Native).

EDUCATION & AWARDS

Bachelor of Science (Co-Op), University of Toronto (2nd Year) GPA: 3.9/4.0   (Expected) 06/2028
Specialist in Computer Science & Minor in Economics/Statistics

International Scholar Award, University of Toronto ($100.000)   2024

PROJECTS & ACADEMIC PAPERS

Back-End Developer, Fragrance Recommendation Application   Summer 2025
- Reformatted a data set of 22,840 unique perfumes using Python, eliminating redundancies and optimizing the dataset for use in CSV and JSON formats.
- Implemented an object-oriented graph structure in Python, modeling the fragrance market by mapping relationships between perfumes and associated ingredients.
- Helped develop graph-based recommendation and comparison algorithms in Python, enabling personalized perfume suggestions and tools for large-scale market analysis.
- Improved teamwork by coordinating between back-end and front-end developers, facilitating the development process and preventing miscommunication.

Full-Stack Developer, HireMatch - Talent Matching & Recruitment Platform   Winter 2025
- Worked with a team of six people to design a next-generation talent-matching platform, streamlining employer-candidate matching with profile-based semantic recommendations.
- Implemented Data Access Objects to support large-scale data persistence and semantic search operations, strengthening my API integration experience with MongoDB Atlas and Pinecone.
- Collaborated remotely through GitHub using branching workflows, pull requests, and code reviews, gaining experience working within a complex, multi-contributor Git architectures.
- Applied Clean Architecture with clearly separated Entity, Use-Case, Interface, and Data layers, improving maintainability and enabling safe future system expansion.

Full-Stack Developer, Columns Game (MIPS Assembly)   Winter 2025
- Developed a simplified version of the classic Columns game using MIPS assembly, strengthening my understanding of low-level architecture and instruction-level program control.
- Gained hands-on experience implementing game visuals and sound effects at the hardware level using low-level system operations.
- Learned to design efficient code under hardware and memory constraints, reinforcing disciplined and minimalist programming practices.

Co-Author, ERPA Congress, Research Trends on the Use of
Digital Games for High School Students: A Literature Review   Summer 2023

- **Secure URL:** https://tinyurl.com/ERPA-Congress-2023
- Analyzed and classified more than 40 academic articles on gamification and game-based learning to identify overlapping research trends.
- Generated graphical representations of the relevant data using Microsoft Excel, increasing readability and visual appeal.
- Drafted the final paper using academic formatting techniques and APA7 citation standards.
- Generated visual and audio presentations using Canva and Camtasia, sharing the findings of the paper with academicians and the jury.

PROFESSIONEL EXPERIENCES

Observational Intern, Mangorama Studio   Fall 2023
- Explored various areas of mobile game development, getting familiar with industry-standard tools such as Unity, Blender, ZBrush, and Adobe Illustrator.
- Observed game developers and 2D artists on-site and conducted interviews, gaining insight about the gaming industry and related career opportunities while building connections.

VOLUNTEER WORK

Volunteer, LOSEV Pearls Project,   Summer 2023
- Teamed up with volunteers to restore classrooms and categorize donation items, enhancing the learning conditions of children with leukemia.

Official Polling Clerk, Government of Turkey, Presidential Elections   May 2023
- Collected more than 140 votes by documenting voter entry records, assisting the elderly and disabled individuals, and facilitating the operations of local election.
- Collaborated with clerks across the political spectrum, ensuring voter confidentiality and election safety.

EXTRACURRICULARS

Administrative Team, Red Phoenix Gaming   2021-2024
- Recruited and trained junior members in event organization and marketing fields, ensuring club continuity and passing down the club culture.
- Prepared sponsorship documents and arranged partnership meetings with business owners in the esports sector, securing financial support for club organizations and event hosting.
- Organized and promoted local esports tournaments, reaching audience across all age groups.

Official Member & Delegate, European Youth Parliament   2020-2023
- Collaborated with peers from across the globe during a two-week session, taking part in legislative discussions on remote workers' rights in the post-COVID era.
- Gained experience collaborating in ideologically and geographically diverse teams, broadening my perspective and connections.