

Enes Çakıl

Computer Engineer

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Groom78

Profile Summary

I am a 3rd year Computer Engineering student at METU, currently exploring my areas of interest. I have been passionate about programming since middle school, and have been active in competitive programming for over six years, earning several awards across Turkey.

Education

High School Diploma	Ankara High School of Science	2018–2022
B.Sc. in Computer Engineering (3.48 / 4.00 cGPA)	Middle East Technical University	2022–Present

Work Experience

MLOps/Cloud Engineer <i>Part Time - Remote</i>	IDA AI <i>Jun 2024–Nov 2024 (6 months)</i>
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- Contributed to a startup delivering AI solutions to the fashion industry, fulfilling multiple roles across **software development** and **DevOps**.
- Developed internal automation tools, including an image resolution optimizer, using **Python**.
- Managed **end-to-end** model deployment on **GCP** leveraging technologies such as **Kubernetes**.
- Optimized cloud infrastructure and implemented DevOps best practices to improve operational efficiency.
- Engineered a custom **monitoring tool** using **Grafana** to track and analyze application performance.

DevOps Intern <i>Short Term Internship</i>	USTA Information Systems <i>Jul 2025–Jul 2025 (1 month)</i>
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- Engineered and maintained an **end-to-end CI/CD pipeline** using *Jenkins*, *Docker*, and *Kubernetes* for automated application deployment.
- Established a complete observability stack by implementing a *PostgreSQL* monitoring solution with *Prometheus* and *Grafana*.
- Designed and deployed a **logging infrastructure** for *Kubernetes* using *Filebeat*, *Logstash*, and *Loki*.
- Utilized *Ansible* to automate the provisioning and configuration of *Kubernetes* cluster nodes on virtual machines, enhancing setup efficiency.
- Debugged and resolved critical issues related to network configuration (*Calico*), container runtime errors, and authentication to ensure system stability.

Game Developer Intern <i>Short Term Internship</i>	Erik Games <i>Aug 2025–Aug 2025 (1 month)</i>
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- Developed a 2D football game for PlayStation and Nintendo using **Unity 2D**, focusing on core gameplay mechanics and bot intelligence.
- Collaborated with a team to build the game's UI and implement core visual assets.
- Explored **Reinforcement Learning** for bot AI, then transitioned to creating high-performance algorithmic bots using **C#** to achieve human-like gameplay.
- Gained hands-on experience in the game development lifecycle, from initial concept and design to implementation and optimization.

Quantitative Engineer

Tankx

Part Time - Remote

Oct 2025–Present

- Developed and optimized mission-critical, low-latency algorithms for a **High-Frequency Trading (HFT)** environment, focusing on computational efficiency.
- Evaluated and implemented optimal data structures in C++ by analyzing performance metrics to balance execution speed with code maintainability.
- Provided strategic technical advice on algorithmic logic and system design to enhance the overall processing efficiency of trading systems.

Competitions & Awards

TÜBİTAK National Olympiads in Informatics	Bronze Medal	2019
TÜBİTAK National Olympiads in Informatics	Bronze Medal	2020
BKUBO	Bronze Medal	2020
KODTÜ4	1st Place	2023
METU 26th Programming Competition	2nd Place	2023
KODTÜ5	3rd Place	2024
AlgoComp	2nd Place	2024
BuCode	2nd Place	2024
AlgORG	Problem Setter	2024
ALPOC	1st Place	2024
METU 27th Programming Competition	2nd Place	2024
OPC	1st Place	2024
Algo METU	Problem Setter	2025
ALPOC	1st Place	2025
HUPROG	1st Place	2025

All of these are competitive programming and problem-solving competitions. The format is as follows: You are asked to produce the most time- and memory-efficient code (my favourite language is C++) for certain algorithm problems within a limited time. All competitions, with the exception of KODTÜ competitions, are open to all students in Turkey. Beginning in 2023, I participated in these competitions with several teammates due to competition formats.

Extracurricular Activities

Licensed Swimmer, Karabük (2016): I won a bronze medal in the 2016 Youth Swimming Competition (Star Category).

Mentor, TÜBİTAK (2022–Present): I coach middle school and high school students in *olympiads in informatics*.

Problem Setter & Guide, inzva (2024–Present): I serve as a mentor and lecturer in a software camp for top Turkish students in competitive programming.

Founding Member & Board Member, METU ACM (2024–2025): Leading the Algorithm Team, I organize training sessions and contests to promote competitive programming.

Supervisory Board Member, METU ACM (2025–Present): I guide the current board and contribute to organizing competitions.