

ABDULLAH TÜRK

Applied Computer Science Student

Enschede, Netherlands | +31 6 14 66 28 80 | abdullahturk2005@gmail.com
github.com/Coxaexs | linkedin.com/in/abdullah-turk-7a9359327

Profile

Applied Computer Science student focused on embedded systems, hardware-software integration, and applied AI. Experienced in offline Retrieval-Augmented Generation (RAG), TinyML, sensor fusion, and technical leadership for a Godot game project.

Education

BSc Applied Computer Science
Saxion University of Applied Sciences

Sep 2024 – Present
Enschede, Netherlands

Experience

Summer Intern
Microsoft Türkiye
Internship supervisor: Barbaros Günay, CSA Manager

Jun 2026 – Present
Istanbul, Türkiye

- Built a fully local document question-answering assistant using Retrieval-Augmented Generation (RAG) and the Microsoft Foundry Local SDK, enabling on-device model execution without a cloud dependency.
- Designed a SQLite vector retrieval pipeline for document ingestion, embedding storage, similarity search, and grounded response generation.
- Kept documents, embeddings, retrieval, and inference on-device to support privacy-sensitive and disconnected environments.

Social Media Editor
Filmograf Media

Feb 2022 – Sep 2024
Turkey

- Edited and published daily social media content, supporting consistent audience engagement across the organisation's channels.

Projects

TinyML EMG-Controlled Bionic Robotic Hand
C/C++, Arduino Nano 33 BLE Sense Rev2, TinyML, Grove EMG

Feb 2026 – Jun 2026
Saxion University

- Co-developed a low-cost EMG-controlled robotic hand in a four-person team using a dual-microcontroller architecture.
- Designed a TinyML pipeline to capture muscle activity from a Grove EMG sensor and support real-time, local hand control.

THE DECIDER – Lead Developer
Godot Engine; planned release in 2028

2026 – Present
afterlife.deeppixel.online

- Lead development of a choices-matter narrative simulation game in Godot, where players review soul records and make morally ambiguous judgements.
- Own the core technical direction for case-processing gameplay, branching decisions, karma-driven consequences, and multiple possible endings for the planned 2028 release.

Autonomous Maze Robot – Sensor Systems
C++, Raspberry Pi Pico, HC-SR04, infrared sensors

2025
Saxion University

- Designed modular C++ drivers for three ultrasonic distance sensors and a three-sensor infrared array using GPIO timing and ADC measurements.
- Combined multidirectional ranging and surface classification to support obstacle avoidance, treasure detection, and finish-line recognition.

Technical Skills

Languages: C, C++, C#, Python, JavaScript, SQL, VHDL, Haskell (Clash)
Technologies: Godot, Docker, Linux, Raspberry Pi Pico, Arduino, SQLite, RAG, Machine Learning, TinyML

Languages

Turkish (Native) | English (Fluent) | Dutch (Basic)