

Bulut Yazgan

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EDUCATION

University College London <i>Computer Science Bsc</i>	September 2025 – June 2028
High School Diploma <i>Advanced Placement, SAT</i>	September 2020 – June 2025
- AP 5/5 Results: Calculus BC, Computer Science A, Statistics, Macroeconomics, Physics C: Mechanics - SAT — 1500/1600 — Maths: 790/800, English: 710/800	

AWARDS

Loveable Hackathon 1st Place <i>Web Development, AI, Problem Solving</i>	October 2025
First place winner in an AI hackathon hosted by Loveable in partnership with UCL AI Society	

EXPERIENCE

Cybersecurity Analyst Intern <i>Cyberwise</i>	August 2024 – October 2024 <i>Istanbul, Turkey</i>
- Developed C-based malware simulating real-world cyber threats using MITRE ATT&CK techniques. - Performed reverse engineering and dynamic analysis using IDA Free, Wireshark, and Ghidra. - Investigated software vulnerabilities to strengthen understanding of malware behavior and system security.	
Software Developer Intern <i>Alesta Insurance Loss Adjustment Services Co. Ltd.</i>	August 2024 – September 2024 <i>Istanbul, Turkey</i>
- Collaborated with the head IT specialist to design and develop 2 automation tools for workflow optimization, reducing manual labor. - Assisted in optimizing workflows by supporting the integration of digital systems into field operations. - Contributed to maintaining code quality by writing and executing unit tests.	
Software Team Captain <i>FIRST Robotics Competition</i>	September 2023 – March 2024 <i>Istanbul, Turkey</i>
- Led the coding team in developing and implementing robot control systems using <i>Python</i> and <i>Java</i> for competition-specific tasks - Collaborated with team members to design, test, and optimize both autonomous and manual functionalities of the robot - Took on leadership responsibilities by mentoring new members in programming concepts and guiding their coding development	

PROJECTS

Grounded <i>TypeScript, PostgreSQL, React/ReactFlow, Shadcn/ui, Perplexity Sonar API</i>	October 2025
- Generates veracity report from headline/article link featuring: claim validity analysis; bias, accuracy and clickbait scores; Mindmap of sources with typed edges: cites, derives, republishes, contradicts; Sharable image card of main points - Multi-stage prompt chain with Perplexity AI Sonar API that recursively traces claims through citation hierarchies until identification of primary sources; implemented localStorage caching and Auth	
RoomConnect <i>Github Page</i> <i>Python, networking/sockets, ngrok</i>	January 2025
- Built a library implementing ethernet protocols that simplifies multiplayer game development in Pygame by converting ngrok URLs into simple numeric room codes - Implemented message-based game state synchronization for real-time multiplayer functionality using packet processing - Designed an easy-to-use API to handle hosting, joining, and communication between players through structured message systems - Integrated automatic connection handling and lightweight event-driven message passing inspired by Pygame's event system	

TECHNICAL SKILLS

Languages: Java, Python, C/C++, HTML/CSS, JavaScript, SQL
CyberSecurity Tools: Metasploit, Ghidra, IDA Free, Wireshark
ML & Data: pandas, NumPy, scikit-learn, PyTorch, Tensorflow
Dev Tools: Git, VS Code, Visual Studio, IntelliJ, PyCharm, Docker
Independent Learning: Supervised ML (Stanford/DeepLearning.AI & Kaggle); Linear Algebra & Multivariable Calculus; TryHackMe Cybersecurity Labs (Pen-testing, Networking, Linux); Built a Python C2 Framework implementing packet processing and ethernet protocols from the ground up for malware research.