DENIZ "DENNIS" KAPTAN

COMPUTER ENGINEERING STUDENT | AI + SOFTWARE ENGINEERING

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SUMMARY

Computer Engineering student at UIUC with hands-on experience in AI systems, full-stack development, and autonomous hardware. Developed multi-agent AI workflows for enterprise clients and currently leading autonomous drone development for a national UAV competition. Seeking internship roles that blend software engineering with AI-driven innovation

TECHNICAL SKILLS

Languages:
Python, C, C++, JavaScript/TypeScript, SQL, HTML/CSS, LC-3 Assembly

Tools & Frameworks:
React Native, GitHub, Unity, GEAI Platform, Arduino, Autodesk Inventor, Next.js, Node.js, Supabase, Docker, Bugzilla

AI/Machine Learning:
Multi-agent workflows, RAG assistants, API integration, Slackbots

PROFESSIONAL EXPERIENCE

AI Solutions Intern, Globant AI Studio | Buenos Aires, Argentina   May 2025 - July 2025
- Built and deployed a multi-agent AI pipeline that auto-generates client strategy decks and actionable insights in < 5 min, securing a six-figure engagement with McKinsey & Co.
- Designed and implemented a conversational hotel-booking assistant for Holiday Inn, utilizing geolocation & date-based APIs to cut average booking time by 38%
- Optimized and refactored a Slack-based cruise assistant for Royal Caribbean, reducing Python latency by 65% and increasing customer engagement by 30%

Software Tester, Raw Thrills | Skokie, Illinois   May 2024 - August 2024
- Logged and tracked 30+ critical bugs in flagship titles like *Fast & Furious: Arcade* and *King Kong of Skull Island* using Bugzilla software, shortening fix turnaround by 25%
- Authored edge-cases to validate gameplay features and prevent regressions in 10k+ deployed cabinets
- 3D-modeled 15+ production-ready arcade cabinet parts in Autodesk Inventor, cutting rework by 20%

Quality Assurance Intern, Raw Thrills | Skokie, Illinois   August 2022 - December 2022
- Identified and reproduced hardware edge cases and documented error reports for engineering review
- Participated in final QA sign-offs for high-profile game releases, ensuring error-free launch and performance
- Executed functional, regression, and compatibility tests on arcade software and hardware systems

EDUCATION

University of Illinois Urbana-Champaign   Expected May 2027
B.S. in Computer Engineering
- Relevant Courses: Data Structures (ECE 220), Linear Algebra with Computational Applications (MATH 257), Discrete Mathematics (Math 213), Introduction to Computing (ECE 120), Introduction to Electronics (ECE 110)

Northwestern University Summer Program   July 2022
"How Can Computer Science Intersect With Race, Power, And Ethics?"

PROJECTS & LEADERSHIP

Vice President - Illini Autonomous Vehicles   March 2025 - Present
- Actively leading a 40-member team to build an autonomous drone for the 2026 SUAS competition
- Overseeing computer-vision pipeline, flight software, and hardware subsystems with an $8k budget

Maker Faire Presenter   2020 - 2023
- Developed and demoed a web-based STEM game that teaches elementary students color recognition
- Designed and presented an autonomous crab robot that cleans plastic waste on beaches
- Engaged 300+ visitors (students, teachers, parents), collecting feedback and testing creations

ADDITIONAL INFORMATION

- **Spoken Languages:** English (native), Turkish (fluent), Spanish (conversational)
- **Activities & Interests:** Illini Water Polo Club, Classical Guitarist, Autonomous Systems, Stoic Philosophy
- **Awards Earned:** Illinois State Scholar, National AP Scholar, Illini Leadership Certificate