Berk ÜĞÜDÜR

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Birth Date: 21 August 1996
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Objective

- To obtain a 2-month **software developer intern** position where I can make contributions by writing well-tested, clean coded programs by applying object-oriented principles and design patterns.

Education

- **Özyeğin University** - *Istanbul, TURKEY*
  September 2014 – Present (3rd year on department)
    - **Faculty of Engineering**
    - **Department of Computer Science in Engineering**
    - **GPA**: 2.7 | **GPA of CS Courses:** 3.49
    - **Honors**: 100% Dean's Scholarship - Computer Game Workshop 6, 2013

- **Izmir Atatürk High School** - *Izmir, TURKEY*
  September 2010 - June 2014

Skills

- **Programming Languages:**
    - Java, C, C++, Python
    - **Functional:** OCaml
    - **Web:** PHP
    - **Database:** SQL

- **Tools and Others:**
    - CUDA C++, Libgdx, Processing
    - Git, SVN
    - IntelliJ IDEA, Visual Studio
    - Adobe Tools for Design

- **Methodologies:**
    - Clean-coding principles
    - Test-driven development (JUnit)
    - Object-oriented design and development (Design patterns)

- **Relevant Coursework:**
    - **CS 320** – Software Engineering (Grade: **B**)
    - **CS 321** – Programming Languages (Grade: **A**)
    - **CS 333** – Analysis of Algorithms (In Progress)
    - **CS 350** – Operating Systems (In Progress)
    - **EE 396** – Python for Engineers (Grade: **A**)
    - **CS 434** – Advanced Object-Oriented Programming (Grade: **A**)

Experience

- **CS222 - Programming Studio (Özyeğin University)**
  Undergrad Teaching Assistant
  (Spring Semester 2018)
    - Helping students about clean-coding principles and test-driven development processes.
    - Giving feedback to students about their codes based on algorithms and problem-solving.

- **Sobee Studios**
  Volunteer Community Manager
  (February 2011 - August 2012)
  - Organized events for the **I Can Football** game.
  - Developed **Tournament Management System** for community tournaments with using PHP and XML technologies.

Honors & Activities

- **100% Dean's Scholarship** from **Ozyegin University, Computer Game Workshop 6, 2013** for the performance shown during the event.
  - **Game:** Space Jumper
  - **URL:** berkugudur.github.io/projects.html#spacejumper

- **1st place** at **Yasar University, Mobile Programming Competition, 2014** among the high school students in Izmir.

- **1st place** at **Izmir Economy University, Global Game Jam Ege, 2013** by making a game within 48 hours
  - **Game:** Defuse Case

- Selected to **Bahcesehir University, Game Lab (BUG), 2012** for the purpose of developing games.

Recent Projects

- **GPU-SpMV**
  Implementation and benchmarking of high-performant sparse matrix-vector multiplication (SpMV) code on the GPU architecture using **CUDA C++.**

- **Cartagena**
  Design and development of the Cartagena board game utilizing **OOP principles** and **design patterns**. Developed with **Java 8** for CS534 Advanced Object Oriented Programming Course**.**
  - **URL:** berkugudur.github.io/projects.html#cartagena

- **Pomegro**
  Pomegro is a **Android** startup project that connects people each other via events. Database design and back end needs prepared with using **MySQL**.

References

- **Barış Aktemur**
  Assistant Professor at Ozyegin University
  Computer Science Department
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