

UMUT ÖZDEMİR

I aim to improve myself in software development and software design during my internship and to benefit the company in which I work.

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EDUCATION

Hacettepe University

B.S. in Computer Engineering

2017-2022

CGPA : 2.72 / 4

Ankara / Turkey

Important Courses: Introduction to Programming, Object-Oriented Programming, Data Structures, Software Lab, Discrete Math, Logic Design.

Erdem Beyazıt Anatolian High School

2012-2015

2015-2016 Gölbaşı Sınav High School

ÖSYS (National University Exam) : 18549 / 2162895

Ankara / Turkey

VOLUNTEER EXPERIENCE

Member

Acm Hacettepe (2017-2019)

Member

IEEE Hacettepe (2017-2020)

Volunteer

DevFest'17, DevFest'18

Volunteer

HUPROG'18

PROJECTS

Space Shooter

A mobile game inspired by the arcade space shooter game

I used Unity3D and C#.

SKILLS

Software Languages :

Java (Intermediate,
HackerRank Silver Badge)

C (Advanced)

Python (Intermediate)

C#(Unity Script, Beginner)

Tools & Operating Systems :

VS Code, Sublime Text, IntelliJ
IDEA, Unity, C Lion

macOS, Windows 10, Ubuntu

AWARDS

Suluova MEB Chess
Tournament (3rd / ~70)

Gölbaşı High School Chess
Tournament(4rd / ~70 , 1rd
in U17)

Gölbaşı High School Football
Tournament (2rd)

HackerRank Problem Solving
SilverBadge(https://www.hackerrank.com/ozdemir_umut98)

LANGUAGES

English(Professional Working
Proficiency)

Turkish(Native)

<https://github.com/umutozdemir/Space-Shooter>

BNF Tree Generator

Generates a BNF(Backus-Naur Form)-Tree considering the given symbols and production rule then prints the tree in a C-style.

I used C as a language and Sublime Text as an IDE.

<https://github.com/umutozdemir/BNF-Tree-Generator>