

Ege Durmaz

YILDIZ TECHNICAL UNIVERSITY MATHEMATICAL ENGINEERING

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Summary

Although my education background is mainly focused on software and mathematics, I've been working towards improving myself in the field of software. In Brno, where I went with the Erasmus programme, I received software oriented education. I consider myself; determined, keen to further myself, dedicated, someone who loves to overcome difficulties, someone with a keen attitude for preparedness and always open to changes.

Education

Yildiz Technical University

Istanbul, Turkey

MATHEMATICAL ENGINEERING

2018-

- Projects in C language.
- Basic calculations in Finance.
- Basic statistical calculations using Excel.
- Basic knowledge about Data Types and Algorithms.
- Knowledge about Linear Programming and Game Theories.
- Logic.
- MVC (currently studying).
- Cumulative GPA: 3.30 (currently, I'm studying 6th midterm.).

Brno University of Technology (Erasmus)

Brno, Czech Republic

INFORMATION TECHNOLOGY

2019-2020 (1 midterm)

- Projects in Java language.
- Basic applications of algorithms, linked-unlinked lists, tree data structures.
- I've taken responsibility, leadership and presentation of our 1 midterm long HTML5/CSS project.

Skills

Computer;

- C, Java, HTML5/CSS, Python, Excel.

Languages;

- Turkish (Native), English C1 (OLS, Fluent).

Social Skills;

- Dedicated team-player.
- Excellent communication skills with foreigners.
- Eager to make first move while socializing.
- Willing to take responsibility.
- Punctual.
- Always with a smile on.
- Can adapt to work environment fast and easy.

Interests;

- Basketball, Computer Games, City/Country Travels, Movies, Photoshop.

Projects

Java;

- Scientific Calculator.
- Pacman.
- A library that contains book data which lets you to change, add or remove certain data.

C;

- Scientific Calculator.
- Calculator for Matrix calculations.
- A program that creates a binary folder and lets you add data to it, search, remove or change existing data from the folder.
- Testing and editing codes on a specified server using WinSCP and PuTTY in Algorithms class (Erasmus).

Python;

- Scientific Calculator.
- Clock.
- "Swamp Invaders" (a game inspired by "Space Invaders")

HTML5/CSS;

- Website of an imaginary restaurant.