Arda Yılmazlar

Student at Maltepe University, Department of Software Engineering, 3rd year

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I'm a software engineering student, who is passionate about learning new skills related to computer science and software development. I'm mostly interested in back-end development, database management and software security and wish to improve myself upon those subjects. I am a fast-learner and good at managing myself under stress.

Education

2017 – 2021(Expected)	Maltepe University Bachelor's Degree in Software Engineering, 2.81/4.00 GPA
2012 – 2016	Maltepe Anatolian High School

Skills

Java (Advanced)

TicTacToe

- Used swing library to build the GUI, and every design was done with pure java code, without a GUI designer to understand the logic underneath those designers.
- Due to natural need for an event-driven design in a game with a UI, Observer design pattern was used heavily.

BaseGUI

- A preset GUI I developed to use on various projects, which had a start game, options and exit game buttons.
- Window size, title, background color was set as a default to enable programmer to focus on the main game that he wants to develop instead of struggling with building the basic GUI design.

Card Match Game

- Table size could be changed easily as long as x*y coordinates resulted in an even number. User selected the cards with inputting the coordinates. Game recorded move count to give player an incentive to get better.

Local Social Network

- A social network simulator, which you could register an administrator and regular users. It had a pseudo-GUI that ran on java console.
- Users had various information recorded on the system, which included, name, surname, e-mail, birthday, place of residence.
- Functionally, it acted similarly to many social networks we use today. Users could add and remove friends; share, like and create posts; See friend and follower list and had a notification box, which had notifications for all those activities and birthday of friends.

Link Crawler

- Challenge project I have done for OBSS Codemaster 2019's second stage.
- By using JSoup framework, it crawls a given website, and analyzes links and returns error and success messages.

C (Proficient)

Sudoku

- Optimized brute force algorithm to create a sudoku with difficulty selection.
- Uses color signals to distinguish correct user inputs (green), not checked user inputs (yellow) and wrong user inputs (red), computer generated numbers are shown with generic command line white.
- Usable highlighter to put in numbers which skips correct and computer-generated numbers.

C# (Intermediate)

Pong

- Made in Unity Engine, has single player and multiplayer options, includes a simple AI.

Sleeping Barber Problem

- Project for Operating Systems class to improve parallel programming skills and understand logic behind semaphores/threads.

HTML5/CSS(Proficient)

Personal Site

- A website I made to be an introduction to myself.

SQL (Intermediate)

Python (Intermediate)

Languages

- Turkish (Native)
- [English (C2 Proficient)](#)

Achievements

- 75% Scholarship based on YGS/LYS exam
- Ranked top 5 in OBSS Codemaster 2019 among Maltepe University students

Courses and Certificates

- [Turkcell Geleceği Yazanlar Python 101](#)
- [Turkcell Geleceği Yazanlar Python 201](#)
- [Turkcell Geleceği Yazanlar Python 301](#)
- [Turkcell Geleceği Yazanlar Python 401](#)
- [Turkcell Geleceği Yazanlar HTML](#)
- [Turkcell Geleceği Yazanlar HTML5/CSS](#)

Other Skills

- Database Management Systems, Microsoft Office, Visual Studio, IntelliJ Idea, Git, GitHub, Unity, Linux, Codeblocks.

Hobbies

- Playing guitar, writing songs, listening to music, gaming, cooking, candle making.