**Arda Yılmazlar**

*Student in Maltepe University, Software Engineering*

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**Personal Website:** <https://ardayilmazlar.github.io/PersonalSite/>

**GitHub:** <https://github.com/ardayilmazlar>

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**](https://github.com/ArdaYilmazlar/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**](https://github.com/ArdaYilmazlar/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**](https://github.com/ArdaYilmazlar/CardMatchNoGUI)

* 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**](https://github.com/ArdaYilmazlar/LocalSocialNetwork)

* 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**](https://github.com/ArdaYilmazlar/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**](https://github.com/ArdaYilmazlar/C-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**](https://github.com/ArdaYilmazlar/Pong)

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

[**Sleeping Barber Problem**](https://github.com/ArdaYilmazlar/Sleeping-Barber-Problem)

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

SQL (Intermediate)

Python (Intermediate)

HTML5/CSS

[**Personal Site**](https://ardayilmazlar.github.io/PersonalSite/)

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

**Languages**

* Turkish (Native)
* [English (C2 Proficient)](https://www.efset.org/cert/Kqcx1E)

**Achievements**

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

**Courses and Certificates**

**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.