BARTU OKAN

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Related Skills

- **Technologies I am proficient in:** GIT, HTML, CSS, Bootstrap, JavaScript, jQuery, Node.js, Express.js, EJS, REST APIs, SQL, MongoDB, Java, JavaFX, JUnit Testing, Python, Assembly, R, C, C#, C++, Embedded Systems, Linux Command Line

Personal Traits

- **Creative Problem Solving:** Proven ability to approach complex challenges with innovative solutions. Proficient at thinking critically, identifying root causes, and developing creative strategies to achieve goals.
- **Communication:** Strong communication skills, both verbal and written, enabling clear and effective interaction with colleagues and clients. Proficient at conveying complex ideas in a straightforward manner and actively listening to others' perspectives.
- **Positive Attitude:** Maintain a positive and enthusiastic outlook, even in high-pressure situations. My optimism and resilience contribute to a productive and motivating work atmosphere. I approach challenges with a can-do attitude, inspiring colleagues to do the same.
- **Eager to learn:** Committed to continuous self-improvement and staying up-to-date with industry trends and technologies. Proactively seek opportunities for professional development and eagerly embrace new challenges. A lifelong learner dedicated to expanding my knowledge base.

Education

- **Bachelor of Science in Computer Science** **September 2021 - Present**
  at University of Calgary

    - Cumulative GPA: 3.70/4.00
    - Highlighted courses: Data Structures and Algorithms, Design and Analysis of Algorithms, Theoretical Foundations of CPSC I & II, Computing Machinery I & II, Introduction to Software Engineering, Information Security and Privacy, Computer Networks, Data Base Management Systems, Programming Paradigms
    - President's Admission Scholarship
    - Faculty of Science Dean’s List 2021-2022
    - Faculty of Science Dean’s List 2022-2023

Extracurricular Activities

- **Member, InfoSec Club** **September 2021 – September 2022**
  at University of Calgary

- Actively participated in InfoSec Club workshops and training sessions, enhancing my knowledge in cybersecurity best practices, ethical hacking, and threat analysis.
- Ranked in the top 10 of the InfoSec Club's leaderboard and competed in their annual CTF event MagpieCTF 2021, showcasing technical proficiency and problem-solving skills in cybersecurity challenges and competitions.

- **Participant, 2022 Alberta Collegiate Programming Contest** **November 2022**

  - Collaborated as part of a two-member team in a high-stakes programming competition, demonstrating problem-solving abilities and effective teamwork.
  - Applied critical thinking and algorithmic optimization skills to devise efficient solutions, achieving a spot in the top 10.

- **Participant, 2023 CalgaryHacks Hackathon** **February 2023**

  - Collaborated as part of a five-member team to develop a 2D platformer video game inspired by the theme "Cycle" using Unity and C#.
  - Gained a deeper understanding of game development tools and technologies, including Unity and C# programming, while contributing to the creation of an engaging and functional video game.
  - Demonstrated effective teamwork, communication, and project management skills in a fast-paced hackathon setting, delivering a fully functional game within a limited timeframe.

Projects

- **Personal Portfolio Website (HTML/SCSS/JavaScript):** Designed and developed my personal portfolio website to present a professional online presence. This project showcases my proficiency in web development using HTML, SCSS (Sass), and JavaScript. You can check out my portfolio here.
- **Video Game Library Application (Java/JavaFX)**: Created a dynamic video game library app. This project provided a hands-on introduction to object-oriented programming (OOP) and Java. It also involved collaboration with a team member using GIT for version control.
- **2-3 Tree Implementation (Java):** Developed a 2-3 tree data structure in Java, complete with efficient search and insertion methods, demonstrating proficiency in advanced data structures and algorithms.
- **Self-Checkout System Software (Java/JavaSwing):** Collaborated with a team of 25+ students to design and develop a comprehensive self-checkout system software from scratch during the "Introduction to Software Engineering" course. The project utilized Java and Java Swing to create a user-friendly and fully functional self-checkout solution.