BARTU OKAN

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Related Skills

- **Technologies I have experience with:** GIT, JavaScript, Node.js, Express.js, Java, JavaFX, JUnit Testing, Python, Unity, REST APIs, SQL, XQuery, Assembly, R, C, C#, React Native, Haskell, Embedded Systems, Raspberry Pi, Linux Command Line

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, Database Management Systems, Programming Paradigms, Computer Networks

  - President's Admission Scholarship
  - Faculty of Science Dean's List 2021-2022
  - Faculty of Science Dean's List 2022-2023

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](#).
- **Web Content Manipulation Proxy (C++)**: Developed a HTTP proxy application in C++ that manipulates web content in real-time. The proxy can intercept and modify both text and image data within HTTP requests. This project demonstrates my knowledge of networking and HTTP protocols.
- **Socket Messaging Application (C++/TCP/UDP):** Designed and implemented a messaging application in C++ featuring both client and server components. The client side offers basic or advanced encoding/decoding to transfer data over TCP or TCP+UDP depending on the option. On the server side, requests are handled seamlessly and encoding/decoding operations are executed. This project demonstrates my proficiency in socket programming, showcasing the ability to establish and manage reliable communication channels between client and server components.
- **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.
- **2D Platformer Game (Unity/C#):** Built a 2D platformer game titled "Cycle of Life" with 5 other people for CalgaryHacks Hackathon. Gained experience working with Unity while learning more about game development. This project was developed in 24 hours, which showcases my capability to thrive in fast-paced environments while maintaining effective communication.