BARTU OKAN

Second Year Student at University of Calgary

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Related Skills

- **Advanced Proficiency:** GIT, Java, JavaFX, Python, Assembly, JUnit Testing, R, C, RaspberryPi
- **Intermediate Proficiency:** HTML, CSS, JavaScript, Pygame, Unity, C#
- **Currently learning:**
  - React, Node.js, MongoDB

Personal Traits

- **Creative Problem Solving:** Critically evaluates the problems from another angle to offer different solutions.
- **Dedicated:** Ready to put in the effort to achieve a goal.
- **Positive Attitude:** Looking at the glass half-full.
- **Eager to learn:** Enjoys the excitement coming from learning new things.

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, Theoretical Foundations of CPSC I & II, Computing Machinery I & II, Introduction to Software Engineering, Information Security and Privacy
  - President's Admission Scholarship
  - Dean's List 2021-2022

Projects

- **2D video game inspired by the word "Cycle":** 2D Platformer game made using Unity as a group of five people for CalgaryHacks. Gained deeper understanding of Unity and C# as well as experiencing working in a team setting.
- **A video game library app using Java and JavaFX**: Term project for "Intro to CPSC II" course. Learnt about OOP and Java as well as working with another person using GIT.
- **Coding an algorithm that plays the game called "The Filler" using Python**: Implemented recursion in an algorithm to calculate 8 moves ahead to make the most optimized choice and win the game.