

# 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, 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.

## Education

- **Bachelor of Science in Computer Science at University of Calgary** **September 2021 - Present**
  - 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, Database Management Systems, Programming Paradigms
  - 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.

## Extracurricular Activities

- **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.