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#, 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.
- **Teamwork:** A collaborative team player with a track record of working effectively in diverse groups. Skilled at building positive relationships, fostering open communication, and contributing to a harmonious team environment.

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

- **Video Game Library Application (Java/JavaFX)**: Created a dynamic video game library app as part of the "Intro to CPSC II" course. 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. This project was part of the coursework for the Data Structures and Algorithms course, demonstrating proficiency in advanced data structures.
- **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.