

Bilal Ozdemir

Waterloo, ON

(226) 978-9109 | bozdemir2975@conestogac.on.ca

[LinkedIn](#) | [GitHub](#)

- Proficient in **Full stack Development** with comprehensive knowledge in **CSS/HTML, JavaScript, C#,** and Java, aiming to leverage technical skills in creating innovative software solutions.
- Experienced in developing scalable web applications and dynamic games using **ASP.NET, MonoGame,** and Windows Forms, demonstrating a strong aptitude for both front-end and back-end technologies.
- Skilled in integrating **APIs** and databases (**SQL, MongoDB, Microsoft Access**) to enhance application functionality and user experience, with a notable project integrating OpenWeatherMap API for real-time data processing.
- Adept in utilizing modern development tools and frameworks, including Node.js for server-side logic and Express for application architecture, to deliver robust and maintainable codebases.
- Eager to apply analytical skills and a problem-solving approach to tackle complex challenges in software development, with a keen interest in expanding expertise in database management and cloud technologies.
- Proven ability to work collaboratively in team settings, with a history of contributing to volunteer projects that showcase strong communication skills and community engagement.

SKILLS AND KNOWLEDGE

Soft Skills:

- **Analytical Thinking:** Proficient in breaking down complex software development problems into manageable parts, enabling efficient problem-solving and innovation.
- **Continuous Learning:** Dedicated to lifelong learning and skill enhancement, with a keen interest in emerging technologies and programming methodologies.
- **Effective Communication:** Capable of explaining intricate technical details to non-technical stakeholders, ensuring clarity and collaborative success.
- **Teamwork and Collaboration:** Demonstrated success working in diverse team settings, contributing to project goals and fostering a positive team environment.
- **Adaptability:** Quickly adapts to new technologies and programming languages, demonstrating flexibility in addressing and overcoming development challenges.
- **Creative Problem-Solving:** Innovative in approach, designing and implementing unique solutions to software development challenges for enhanced functionality and user experience.

Technical Skills:

- **Languages:** JavaScript, C#, Java, SQL
- **Web Development:** HTML/CSS, ASP.NET
- **Frameworks:** MonoGame, NodeJS, Windows Forms
- **Database Management:** MongoDB, Microsoft Access, SQL Server
- **API Integration:** OpenWeatherMap API
- **Version Control:** Git, GitHub
- **DevOps:** Docker, Jenkins (basic)
- **Cloud Technologies:** AWS, Azure (introductory)
- **Frontend Frameworks:** React, Angular (basic)
- **Testing Tools:** Jest, NUnit

PROJECTS AND PRACTICAL EXPERIENCE

Weather Application Project, Coursework Project, Conestoga College

2024

- Engineered a full-stack weather reporting application by integrating the OpenWeatherMap API for real-time weather data. Implemented back-end logic in Node.js with Express framework and designed a front-end interface using advanced HTML5, CSS3 for responsiveness, and JavaScript for dynamic content update.
- Applied AJAX for asynchronous data fetching to improve user experience with live weather updates without reloading the page. Utilized JSON for data interchange between the server and web application.

Batman Game Development, Personal Project

2023

- Leveraged the MonoGame framework to create a 2D action game, focusing on C# for game logic including physics-based character movement and collision detection algorithms.
- Implemented sprite animation and state management to enhance the visual dynamics and gameplay experience. Designed level layouts and incorporated game physics for a more interactive and engaging player experience.
- Utilized best practices in object-oriented programming (OOP) to organize game code, ensuring scalability and maintainability.

Customizable Maze Game, Software Development Project, Conestoga College

2023

- Developed a customizable maze game in C# using the Windows Forms platform, emphasizing object-oriented design principles for modularity and reusability.
- Integrated functionalities for saving and loading game states, leveraging .NET serialization for persistent data storage. Designed an intuitive graphical user interface (GUI) that allows players to easily create, navigate, and modify mazes.
- Employed algorithmic thinking in the design of maze generation and pathfinding algorithms, providing a challenging yet user-friendly game environment.

Developer as Community Volunteer, Volunteer Project Work for Ride for Refuge,

2018 & 2019

- Participated in a team to enhance the nonprofit's website, employing HTML5, CSS3, and JavaScript to improve site navigation, accessibility, and mobile responsiveness.
- Conducted A/B testing to optimize user engagement and donation processes.

Technology Support for Community Events, Volunteer, Waterloo Community,

2019 & 2020

- Supported the deployment and operation of event management software, troubleshooting issues and configuring systems to streamline event logistics.
- Provided technical assistance, ensuring smooth operation of registration kiosks and information displays.

EDUCATION

Computer Programming Analyst, Advanced Diploma

Jan 2023-Present

Conestoga College, Waterloo, Ontario