Özgür Deniz Genç

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Education

Izmir Institute Of Technology ⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀ Expected June 2028
Bachelor of Engineering in Computer Engineering ⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀ *Izmir, Turkey*
Relevant Coursework: Data Structures and Algorithms, Object-Oriented Programming, Discrete Mathematics, Linear Algebra

Skills

Programming: Python, Java, C++ (Basic)
Developer Tools: Git, GitHub, VS Code, IntelliJ IDEA, Linux (Ubuntu/Bash)
Languages: Turkish (Native), English (Fluent), German (Beginner)

Experience

Robotics Team - Project Team Member ⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀ Nov 2025 – Present
IYTE Software Society ⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀ *Izmir, Turkey*

- Developed a stereo vision subsystem in Python and OpenCV for a "Trash Catching Robot," implementing real-time depth estimation using disparity mapping and Kalman filtering for object tracking.
- Integrated YOLO-based object detection for trash identification, optimizing inference latency through multi-threaded processing architecture.
- Used Version Control Systems for the team's codebase using Git/GitHub to ensure smooth collaboration and merge conflict resolution.

Projects

Box Puzzle Game | *Java, OOP, Data Structures* ⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀⠀ GitHub Link

- Developed a console-based puzzle game featuring an 8×8 dynamic grid with domino-effect rolling mechanics and 5 strategic tools.
- Applied core OOP principles including inheritance hierarchies, polymorphism, interfaces, generics, and custom exception handling.

E-Sports Tournament Simulator | *Java, OOP, Arrays, CSV Parsing* ⠀⠀⠀⠀⠀ GitHub Link

- Built a tournament simulation system that processes 100+ players from CSV files, simulates 15 matches per player with randomized game selections, and computes dynamic scores based on skill and bonus points.
- Implemented a complete data pipeline using only primitive 1D/2D arrays (no ArrayList), demonstrating proficiency in low-level data structure manipulation and memory-efficient design.