

MUSAB OGUZ

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Personal Website | Github | LinkedIn

EDUCATION

Vrije University Amsterdam

Bachelor of Science in Computer Science

GPA: 8.6/10

Amsterdam, NL

September 2022 - August 2025

Delft University of Technology

Minor in Technology, Policy and Management

Delft, NL

September 2024 - February 2025

ABOUT ME

Final-year Computer Science student at VU Amsterdam with experience in Software Development, DevOps, Algorithms, OOP, AI, and full-stack development. Speaks English, Dutch, Turkish, and Swedish.

WORK EXPERIENCE

VU Amsterdam | Teaching Assistant

October 2024 - Present

- Guiding a group of 68 students in the Operating Systems course, covering OS essentials, C and UNIX, coding low-level operating system components like a custom shell and file system in practical sessions.
- Mentoring 5 student developer groups in Software Design course, teaching object-oriented programming, design patterns, and software engineering, with a focus on Java application development.

PROJECTS

TaskTogether Mobile App

Kotlin, Google Firebase

- Developed a full-stack task management app with real-time sync for couples and friends, focusing on scalable back-end architecture using Firebase with secure user auth, optimised UI and data handling.

Language Learning Flashcard App

Java, JavaFX

- Built a scalable language learning app in a developer team, applying OO design patterns, interactive GUI, and JSON for data persistence while applying software development cycles.

Chat Application Backend

PHP, SQLite

- Built a scalable backend chat application with user authentication, messaging, and RESTful APIs using Slim framework, using SQLite for data storage and optimizing performance for concurrent users.

Advanced IJVM and Custom Debugger

C

- Implemented an enhanced Integer Java Virtual Machine, along with a terminal-based debugger inspired by GNU, focusing on low level bytecode operations.

Cyber Tetris

Scala, OOP

- Developed an advanced version of the Tetris game with audio, cool graphics, GUI, new blocks. and additional gameplay features using OOP and functional programming concepts.

Fast-paced Basic Multiplayer Shooter Game

Python, Socket

- Created a 2D multiplayer shooter game with multi-threaded UDP network programming, real-time interaction, and custom error correction protocols such as CRC and dead-reckoning.

SKILLS

Programming Languages: C, C++, C#, Python, Java, Scala, Kotlin, PHP, Assembly x64

Tools: Github, Microsoft Azure, VS Studio/Code, IntelliJ, Android Studio, Postman, PHPStorm

Core Skills: Linux, Agile Development, Testing, Problem Solving, Data structures, System Design, Testing Requirements Engineering, UML, Software Design, Web development, Databases, Algorithms, Teamwork

CERTIFICATIONS

- Azure Databricks Platform Architect - Databricks
- Academy Accreditation Generative AI - Databricks
- Azure AI Fundamentals AI-900 - Microsoft
- Career Essentials Generative AI - Microsoft
- Career Essentials Software Development - Microsoft
- Java - Hackerrank
- Software Engineer Intern - Hackerrank
- C# - Hackerrank