

Kerem Alanoglu

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GitHub: <https://github.com/Keremalanoglu?tab=repositories>

Objective

Passionate and dedicated first-year Computer Science student eager to gain hands-on experience in software development. I am highly motivated to learn, work in a team environment, and improve my programming skills while contributing effectively to projects. Strong communicator with a love for problem-solving and continuous learning.

Education

Kaplan International College & University of Westminster

Bachelor of Science in Computer Science (Expected Graduation: 2027)

Skills

- Programming Languages: Python, C++, JavaScript, HTML
- Game Development: Pygame, Object-Oriented Programming (OOP), Polymorphism
- Version Control: Git, GitHub
- Problem-Solving and Debugging
- Strong Communication and Teamwork

Projects

- Simple Car Game (Python, Pygame)
 - Developed a simple car racing game using Pygame.
 - Implemented basic game mechanics like movement and collision detection.
 - Available on GitHub: <https://github.com/Keremalanoglu?tab=repositories>
- C++ Game with OOP and Polymorphism
 - Currently working on a simple game in C++ utilizing classes and polymorphism.
 - Focuses on applying Object-Oriented Programming principles.

- Available on GitHub: <https://github.com/Keremalanoglu?tab=repositories>

Extracurricular Activities

- Active participant in coding communities and online programming challenges.
- Enthusiastic about teamwork and collaborative projects.

Certifications & Courses

- [List any online courses you've taken, e.g., Python for Beginners, C++ Fundamentals, etc.]

Soft Skills

- Strong Communication and Teamwork
- Problem-Solving Mindset
- Eager to Learn and Adapt

Languages

- English (Fluent)
- [Other languages if applicable]