

# Mustafa Kemal ÖZDEMİR

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# **Education**

Abdullah Gul University - Kayseri, Turkey - Class of 2021

2017 - Present

- Computer Engineering 2nd year Student
- Major GPA 3.34

### University of Cincinnati – Ohio, USA

**Summer 2017** 

2016 - 2017

Summer education in English.

### The School of Foreign Language

- AGU English Preparatory School
- English for Academic Purposes

# **Personal Projects**

Hearth Stone Cards Finished

- Application requests filtered cards from static API and shows cards to user in 2 different form.
- Applied Android's advanced components such as notifications, services, broadcast receivers and content providers.
- Synchronized SQLite database in Android app.

Console ZORK game. Finished

• Console based game is putting player in a ghost plane. Player have a chance to survive from falling plane by solving puzzle.

Block Breaker Game Finished

- 2D multiplayer computer game developed with Java programming language.
- Object Oriented Programming Course Project.
- Game is very similar to Breakout (1970 NES game).

Şunshine Weather App Finished

- Application takes data via openweathermap.org/api and show data to user.
- Application has various component such as SQLite data base, notifications, services and multiple activities.

Library Application Ongoing

- Purpose of the application is helping library staffs to keep books in order.
- User scans all bookshelves quickly witch camera. Google OCR (internet connection is not required) detects all the books names and special barcodes then it compares them with online or offline database.
- Data base is also reachable in application so users can search and get data about books such as book location or book description.

Smart Coach Helper Finished

- Application gets user activities' data from API, which is continuously collected from personal smart watch, and examine it.
- Coach can see students examined data and takes some advices from application.

Personal Website Still on development

• The website is prepared with HTML, CSS and JavaScript.

### **Digital Design of Security System** Abdullah Gul University

Finished

 Designed digital circuits for a security system by using Basys 3 Artix-7 FPGA board with VHDL on Vivado.

**Light Follower with Lego Mindstorm** Abdullah Gul University

**Finished** 

# **Scholarships**

**AGU Foundation Scholarship for High Performance** 

2017 - Present

# Languages

English - Fluent in reading, writing, listening and speaking

Turkish – Mother Language

# **Extra-Curricular Activities**

Board Member of Computer Society Club, AGU	2018 -Present
Participant in Inzva Winter Camp	2019
Participant and 3 <sup>rd</sup> place winner in Mobile Programming Hackathon, AGU	2018
Participant and team leader of First Lego League in high school	2012 and 2014

# **Technical Skills**

# **Programming Languages**

• Java (2 Years experienced), Mobile Programming (Java), C# (1 years experienced), C (familiar), C++ (familiar).

# **Game Engines**– Average

Unity Game Engine. (1 year light experience)

### Web technologies - Familiar

• Asp.net, HTML, JavaScript

### **Database Management Systems – Familiar**

- MySQL
- SQLite

# Testing – Experienced

- Functional and non-functional testing methods are experienced such as System & Unit testing, Acceptance Testing and Regression Testing.
- Unified Functional Testing (UFT/QTP) is used for automated testing process.

### **Content Management Systems – Familiar**

WordPress

Linux Shell and Bash Programming – Familiar

**Efficient with Office programs** 

#### **Personal Skills**

Fast Learner

Active participant of group work

**Solution oriented** 

