Osman Gunonu

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Objective: Seeking a position as a Software Engineer where my skills in programming can be utilized for career advancement.

WORK EXPERIENCE

ZNA Group **May 2018 – August 2018**

Internship *Houston, TX*

- Managed excel sheets and applications for students looking for student housing at panther hills apartments.
- Filed out the applications for students that were looking for apartments in panther hills apartments.

Harvest Market **November 2017**

Part-Time *Houston, TX*

- Managed the markets' stocks to ascertain the correction of the stock amount.
- Restocked the necessary number of items in the shelves.

EDUCATION

University of Texas – Dallas **Expected Graduation: December 2021**

Bachelor of Science in Computer Science *Richardson, TX*

- Working with Capital One for Senior Project.
- Relevant Courses: Human Computer Interactions II, Database Systems, Adv. Algorithm Design and Operating Systems.

SKILLS, INTERESTS & VOLUNTEERING

- **Skills:** SQL, Python, Agile Programming, C++, C, C#, HTML, CSS, JavaScript, Java, GitHub, Communication, Leadership, Problem Solving, Critical Thinking, Server/Client Programming, API programming, Unity, Chatbot programming, Machine Learning programming and Fluent in Turkish.
- **Interests:** Cryptography, Machine Learning, Quantum Computing, Cloud Engineering, and Learning New Technologies.
- **Volunteering:** Mentored Middle-School students on Saturdays from August 2018 – July 2020.

PROJECTS

Java Chatbot implementing APIs

- Developed a chatbot using Java and implemented APIs with the libraries: Gson and PircBot.
- The algorithm connects to online services for communication with the user.
- Used Postman for API implementation.
- Gson allows for parsing json from the APIs and PircBot allows for simple chatbot design.

Unity Game Development

- Developed a basic 2D puzzle platformer game using Unity Game Engine with C#.
- Using free source assets designed User Interface and game graphics.
- Implemented colliders and 2D platformer physics with animations.

Server/Client communication between multiple clients

- Using Java to allow sending messages between multiple clients with a Server.
- Multithreading is implemented for fast messaging.
- Supports up to 4 clients and uses regular expressions to accept a wide variety of messages.

Machine Learning using Linear Regression with Gradient Descent on Chess (King-Rook vs. King) Data Set

- Developed ML on a dataset about chess using Python with libraries: Pandas, NumPy and Scikit-Learn
- Pre-processed the data by labeling columns, removing null fields, and transforming categorical variables using pandas.
- Using NumPy to keep data consistent and working across all working libraries.
- Test and Train split data using Scikit-Learn.
- Implemented Linear Regression with Gradient Descent by coding the algorithm from scratch in one part and implemented Linear Regression with Gradient Descent using Scikit-Learns built-in algorithms in second part.