Onur Ozkan

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GitHub | LinkedIn | Portfolio

Languages: English, Spanish, French, Turkish, Portuguese (Beginner)

EDUCATION

University of Toronto — Toronto, ON
Honours Bachelor of Science in Computer Science Co-op — Class of May 2023
Specialist in Machine Learning and Data Science — GPA: 3.02

RELEVANT WORK EXPERIENCE

TELUS International AI Data Solutions — Toronto, ON
Online Data Analyst — August 2023 - December 2024

- Analyzed and evaluated user query results to improve accuracy of AI training and test datasets.
- Evaluated image queries to provide accurate results aligning with user intent.

Government of Ontario Children, Youth, and Social Services I&IT Cluster — Toronto, ON
Co-op Junior Software Engineer — January 2022 - December 2022

- Researched frameworks, planned code structure, and initiated an updated automation environment using Java, HTML, GitLab, JENKINS, JIRA, XML, and JSON files in a collaborative team employing agile development methods.
- Integrated multiple frameworks (Selenium, Cucumber, JUnit, Allure) to improve quality and create comprehensive reports for upper management.
- Acquired expertise in VBScript and UFT One for bug fixing and optimizing the existing portal.
- Presented the new project to directors and upper management, receiving high praise and approval.

Baris Spare Parts — Toronto, ON
Client Service Associate — March 2020 - December 2021

- Oversaw spare parts production to ensure timely delivery and inventory management.
- Expanded client portfolio by acquiring new customers.
- Managed order process through follow-up emails in English and French, improving customer satisfaction.

RELEVANT SKILLS

Advanced: Java, Python, C#, R, C, SQLite, JavaScript, HTML/CSS, Python Flask, Git.
Soft Skills: Excellent written and verbal communication, strong teamwork, and collaboration.
Certifications: AWS Cloud Practitioner (On Track).

RELEVANT PROJECTS

Timeline Raider - 3D Forward-Scrolling Shooter Game (Mobile & PC) — Istanbul, Türkiye
GitHub Page — Current

- Built with **Unity (C#)** using optimized **low-poly** assets and **Object Pooling** for performance.
- Designed **modular, scalable systems s**upporting future extensions**.**
- **Era-based gameplay:** Caveman, Medieval, Industrial, WW2, Modern, Futuristic, Cyberpunk with evolving enemies, weapons, and allies.
- Created assets with **Blender**, animations with **Mixamo**, and scalable architecture with **ScriptableObjects** and **design patterns (Singleton, Manager systems)**.

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Mani! - 2D Match-3 Mobile Game Istanbul, Türkiye/Toronto, ON
GitHub Page June 2025

- Developed **scalable Unity (C#) architecture** supporting new cube types, levels, and obstacles.
- Implemented **special cubes** for each cube color, **obstacles** (Prisms, Stones), all powerful **White Cube**, and UI elements such as level progress bar.
- Created 50 handcrafted levels with external **JSON**, unlock/replay logic, and dynamic UI targets.
- Improved performance using custom **Object Pooling**, **state management** (Win, Lose, Pause).
- Designed and refined sprites/UI with **Photopea**, modeled assets in **Blender**, and created impressive and impactful **VFX** using **Unity Particle System** and **Animator**.

Analyzing Winning Tickets in Neural Networks - Research Paper Toronto, ON
April 2023

- Explored "The Lottery Ticket Hypothesis" by Frankle and Carbin, delving into subnetworks within **Neural Networks**.

Car Image Generation - Diffusion Model (Python) Toronto, ON
Winter 2023

- Built a **Diffusion Model** in **Python** using **PyTorch** and **TensorFlow** to generate car images with large datasets, incorporating **Batch Normalization** for improved performance.

Anime Face Generation - Generative Adversarial Network (Python) Toronto, ON
Winter 2023

- Generated anime faces using **Generative Adversarial Network, WGAN, and WGAN with Gradient Penalty** on large datasets with **PyTorch** & **TensorFlow**.

Cervical Cancer Prediction - R Project Toronto, ON
Winter 2023

- **Analyzed** and **predicted** the possibility of Cervical Cancer using extensive patient **big data**, determining **crucial variables** as a group of University of Toronto students.
- **Classified** patients according to the relapse risk.

CliniQueue - Android App Toronto, ON
GitHub Page August 2021

- Served as **Scrum Master**, leading **daily scrums** and managing **user stories**.
- Implemented an **Android app** for a clinic facilitating patient appointments and information for doctors with different logins using **Java**, **SQLite,** and **Android Studio**.
- Graded with **full marks** and received high praise from the teaching assistant for **user-friendly UI**.

Course Page Redesign (CSCB63) Toronto, ON
GitHub Page Summer 2021

- Redesigned a course page using **Python Flask**, **HTML**, **CSS**, **JavaScript**, and **SQLite**.
- **Developed login systems for both students and instructors**, enabling instructors to enter and edit grades, and students to view grades, lecture notes, labs, assignments, and submit remark requests.
- **Redesigned the course page UI** to create a modern, intuitive, and user-friendly experience.
- **Earned an A+ grade** for delivering a polished UI and a fully functional database with complete feature integration.