



# Alara Özdenler

**Date of birth:** 18/12/2000 | **Nationality:** Turkish | **Email address:** [ozdenleralara@gmail.com](mailto:ozdenleralara@gmail.com) |

**Website:** <https://alaraozdenler.github.io> | **LinkedIn:** <https://www.linkedin.com/in/alaraozdenler>

## EDUCATION AND TRAINING

01/04/2023 – CURRENT Garching bei München, Germany

**MASTER OF SCIENCE - INFORMATICS** Technical University of Munich

Software Development and Machine Learning

01/10/2019 – 31/03/2023 Garching bei München, Germany

**BACHELOR OF SCIENCE - INFORMATICS** Technical University of Munich

**Number of credits** 180

09/2014 – 06/2019 Istanbul, Turkey

**GERMAN ABITUR** İstanbul Erkek Lisesi

## WORK EXPERIENCE

**WORKING STUDENT - WEB DEVELOPMENT - INFINEON TECHNOLOGIES** – 17/02/2025 – Current – MUNICH, GERMANY

**Website:** <https://www.infineon.com>

- Developed internal web platforms using OutSystems, implementing custom JavaScript and TypeScript to extend platform capabilities.
- Engineered data visualization modules with Highcharts to render complex network charts for business data analysis.
- Manage the full SDLC, from technical feature planning and design to implementation and maintenance.
- Execute technical hiring and onboarding, conducting interviews and training for new engineering team members.

**WORKING STUDENT – KINEXON** – 04/12/2023 – 12/02/2025 – MUNICH, GERMANY

**Website:** <https://kinexon.com>

- Developed an automated power measurement system for integrated circuits, deployed into GitLab CI/CD for hardware-software validation.
- Automated environment deployment using Ansible and containerized test suites with Docker.
- Built backend scripts in Python and Go to execute tests and store results in a PostgreSQL database.
- Managed technical workflows using Jira, Xray, Grafana, and Confluence within an agile development framework.

**AGILE COACH – SERAPION GMBH** – 04/2024 – 08/2024 – MUNICH, GERMANY

**Website:** <https://www.serapion.net>

- Led the technical delivery of a team of six students developing an iOS multiplayer social deduction game inspired by *Werewolf*, integrating both human players and AI agents based on transformer-based language models.
- Designed and guided the system architecture for AI-human interaction, translating functional requirements into concrete technical specifications and coordinating delivery with the industry partner.
- Provided continuous technical mentorship, code-level guidance, and project coordination across the full development lifecycle.
- Co-organized and led UI/UX and frontend-focused workshops, preparing training materials, conducting code and design reviews, and providing structured, actionable feedback.

**IOS DEVELOPER – QUARTETT MOBILE** – 01/10/2023 – 12/02/2024 – MUNICH, GERMANY

**Website:** <https://www.quartett-mobile.de/>

- Designed and implemented an iOS application end-to-end, from problem definition and prototyping to deployment, using SwiftUI and modern iOS development practices.
- Implemented core features including real-time chat, navigation, weather integration, and gamified in-ride experiences, incorporating continuous feedback from biweekly stakeholder meetings.
- Collaborated within an eight-person development team, taking ownership of feature design and implementation across the full development lifecycle

**WORKING STUDENT - SOFTWARE MAINTENANCE – INFINEON TECHNOLOGIES** – 12/01/2022 – 31/12/2022 – MUNICH, GERMANY

Website: <https://www.infineon.com>

- Worked on a JIRA-based ticketing platform, supporting the application engineering team with testing.
- Created and maintained internal and customer-facing documentation in Confluence reporting tools such as Jira Query Language, and MS Excel.

**TUTOR - INTRODUCTION TO SOFTWARE ENGINEERING – TECHNICAL UNIVERSITY OF MUNICH** – 01/04/2022 – 01/08/2022 – GARCHING BEI MÜNCHEN, GERMANY

Website: <https://artemis.tum.de>

- Consulted six student teams on software architecture, version control workflows, and clean code principles across semester-long development projects.
- Performed QA and feature testing for the Artemis online learning platform; reviewed technical lecture materials, quizzes, and automated grading exercises, providing structured feedback to improve reliability and student outcomes.

## SKILLS

iOS Development | Swift | SwiftUI | Web Development | JavaScript | TypeScript | CSS | Python | SQL | Git | CI/CD | Flutter | Deep Learning | Next.js | React | Docker | Go | Java | PostgreSQL | LaTeX | Jira | Confluence | Microsoft Office | Agile Software Development | Agile Coaching | UI/UX Design | Machine Learning

## PROJECTS

06/2025 – 12/2025

### Master's Thesis: Graph-Based Synthetic Data Generation of Architectural Floor Plans from SVG Data

- Designed and implemented a pipeline to convert CAD/SVG-based architectural floor plans into semantically enriched graph representations.
- Developed and trained graph-based generative models, including an adapted DiGress model and a custom relational GraphVAE, to generate synthetic floor plan data for machine learning applications.
- Evaluated generated layouts for spatial coherence and semantic validity, identifying model limitations and proposing improvements for future system design and research.

10/2024 – 04/2025

### Interdisciplinary iOS App for Studying and Mitigating Personal Gender Bias

- Designed and implemented *Mindshift*, an iOS application exploring the impact of mindfulness on reducing gender bias.
- Integrated guided meditation modules, the Implicit Association Test (IAT), and scenario-based decision tasks, enabling interactive assessment and data collection.
- Developed a robust SwiftUI-based frontend and coordinated app logic to ensure seamless user experience and reliable tracking of experimental data.

04/2024 – 07/2024

### Research Seminar on Connectomic Dataset Analysis

09/10/2023 – 16/10/2023

### iOS App Development for iPraktikum Intro Course

- Designed and implemented a SwiftUI-based iOS application in a week-long intensive course, creating a fully functional travel diary app.
- Built interactive features including data entry, media handling, and navigation, applying SwiftUI best practices for responsive and maintainable UI design.

05/2022 – 05/2022

## Research Seminar on Neural Trees for Learning on Graphs

Presented a seminar and authored a critical review on *Neural Trees for Learning on Graphs* (Rajat Talak, Siyi Hu, Lisa Peng, Luca Carlone, NeurIPS 2021) as part of the course *Seminar: Recent Trends in 3D Computer Vision*, analyzing the paper's methodology, experimental results, and potential applications in graph-based learning.

06/2021 – 08/2021

## Practical Course on Hilbert Curve-Based Image Processing

### ● LANGUAGE SKILLS

Mother tongue(s): **TURKISH**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
<b>ENGLISH</b>	C2	C2	C2	C2	C2
<b>GERMAN</b>	C2	C2	C2	C2	C2
<b>ITALIAN</b>	B1	B1	B1	B1	B1
<b>JAPANESE</b>	A1	A1	A1	A1	A1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user