



Alara Özdenler

Date of birth: 18/12/2000 | **Nationality:** Turkish | **Email address:** 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 Istanbul 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.

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.

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LANGUAGE SKILLS

Mother tongue(s): **TURKISH**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C2	C2	C2	C2	C2
GERMAN	C2	C2	C2	C2	C2
ITALIAN	B1	B1	B1	B1	B1
JAPANESE	A1	A1	A1	A1	A1

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