Alara Özdenler

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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

I lead the development and maintenance of internal web platforms showcasing my team's projects, taking full ownership of design, feature planning, and technical implementation.

Beyond development, I contribute to strategic decisions around design, features, and team growth, including participating in hiring interviews and training new team members.

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

Designed and implemented an automated power measurement test system integrated into GitLab CI/CD. The solution included automated deployment with Ansible, containerized test environments using Docker, custom Python and Go scripts for test execution, and a PostgreSQL database for storing and analyzing test results.

This project provided hands-on exposure to DevOps, backend development, and test automation within an agile environment using Jira, Xray, Grafana, Confluence, GitLab, and QASphere.

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

Led and coached a team of six students in the end-to-end development of an iOS application for *Serapion GmbH*, a multiplayer social deduction game inspired by *Werewolf*. I was responsible for technical guidance, coordination with the industry partner, and overall project communication, ensuring requirements were translated into a working product. The app integrates both human and AI players powered by Large Language Models (LLMs).

In parallel, I co-organized and led UI/UX workshops, preparing and delivering training materials and providing structured feedback to students throughout the development process.

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

As part of a team of eight developers, I took full ownership of designing and implementing an iOS application for *Quartett Mobile* as part of TUM's iPraktikum. We worked from a loosely defined problem statement through ideation, prototyping, implementation, and deployment of a fully functional product. Development was guided by biweekly customer meetings, incorporating continuous feedback into features such as navigation, chat, weather updates, and gamified in-ride entertainment. The project followed modern engineering practices, including CI/CD, to enable fast iteration and stable releases.

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

Worked on a JIRA-based ticketing platform, supporting the application engineering team with testing, issue tracking, and workflow optimization.

Created and maintained internal and customer-facing documentation in Confluence, and gained introductory experience with reporting tools such as Jira Query Language, MS Excel, Tableau, and Microsoft Dynamics.

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

I coached six teams of students on a software development project, offering guidance on technical approaches, project organization, and best practices. I also supported the *Artemis* online course platform by testing features, reviewing weekly lecture slides and quizzes, and providing constructive feedback on homework and final graded exercises to help students succeed.

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

In my master's thesis, I investigated graph-based generative models for architectural floor plans. I developed a preprocessing pipeline to convert SVG drawings into structured graph representations with semantic attributes, and evaluated generative models with respect to their ability to represent spatial layout, highlighting model limitations and future research directions.

10/2024 – 04/2025
IDP: A Mobile App-based Analysis of Personal Gender Bias

Implemented Mindshift, an iOS app designed to explore the impact of mindfulness on reducing gender bias by integrating guided meditation, the Implicit Association Test (IAT), and scenario-based decision tasks.

04/2024 – 07/2024
Connectomic Datasets Survey and Presentation

For the course 'Machine Learning for Connectomics - How to Reconstruct the Circuits of the Brain,' I conducted an in-depth analysis of connectomic datasets, which involved writing a 5-page survey paper and delivering a 20-minute presentation

09/10/2023 – 16/10/2023
iOS App for iPraktikum Intro Course

Developed an iOS app based on SwiftUI during a week-long intro course for the practical course 'iPraktikum'

05/2022 – 05/2022
Review on Paper "Neural Trees for Learning on Graphs"

Delivered a 20-minute presentation and wrote a review on the paper *Neural Trees for Learning on Graphs* by Rajat Talak, Siyi Hu, Lisa Peng, and Luca Carlone, presented at NeurIPS 2021, as part of the course 'Seminar: Recent Trends in 3D Computer Vision'

06/2021 – 08/2021
Hilbert Curve with a Focus on Image Processing

Collaborated in a 3-person team on a project for the practical course 'Computer Organization and Computer Architecture,' focusing on the application of Hilbert Curves in image processing

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

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
JAPANESE	A1	A1	A1	A1	A1

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

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
	A1	A1	A1	A1	A1

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