Alara Özdenler

Date of birth: 18/12/2000 | **Nationality:** Turkish | **Email address:** ozdenleralara@gmail.com |

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EDUCATION AND TRAINING

01/04/2023 – CURRENT Garching bei München, Germany
MASTER OF SCIENCE - INFORMATICS Technical University of Munich

01/10/2019 – 31/03/2023 Garching bei München, Germany
BACHELOR OF SCIENCE - INFORMATICS Technical University of Munich

Final grade 2.5 | **Number of credits** 180

09/2014 – 06/2019 Istanbul, Türkiye
GERMAN ABITUR Istanbul Erkek Lisesi

WORK EXPERIENCE

INFINEON TECHNOLOGIES – MUNICH, GERMANY

WORKING STUDENT - WEB DEVELOPMENT – 17/02/2025 – CURRENT

1. Developing and maintaining responsive web pages using HTML, CSS, and JavaScript
2. Collaborating with designers and product managers to translate UI/UX designs into functional interfaces and contribute to design and feature decisions
3. Integrating third-party APIs (e.g., Jira API) while ensuring cross-browser compatibility and consistent functionality

KINEXON – MUNICH, GERMANY

WORKING STUDENT – 04/12/2023 – 12/02/2025

1. Assisted in the development and application of testing procedures
2. Implemented a power measurement test using GitLab CI/CD automation, involving Ansible for automated deployment, the creation of Docker containers, development of Python and Go scripts, and the use of PostgreSQL to build and manage a database for storing test results
3. Experience with Jira, Xray, Grafana, Confluence, GitLab and QASphere
4. Contributed as part of an agile development team

SERAPION GMBH – MUNICH, GERMANY

AGILE COACH – 04/2024 – 08/2024

I coached a team of six students in developing an iOS app for Serapion GmbH, a multiplayer social deduction game inspired by Werewolf. The app integrates both human and AI players, powered by Large Language Models (LLMs).

Additionally, I organized and led UI/UX workshops alongside two other coaches, where I prepared and presented the material, and provided feedback to students on their work.

QUARTETT MOBILE – MUNICH, GERMANY

IOS DEVELOPER – 01/10/2023 – 12/02/2024

As part of a team of eight developers, I developed an iOS application for Quartett Mobile during the iPraktikum course at TUM. The app integrates navigation, chat, weather, and gaming functionalities with a gamification aspect, designed to enhance the experience of autonomous driving by providing relevant information and entertainment during the ride.

INFINEON TECHNOLOGIES – MUNICH, GERMANY

WORKING STUDENT - SOFTWARE MAINTENANCE – 12/01/2022 – 31/12/2022

1. Worked on a JIRA-based ticketing platform
2. Supported the application engineering team in the usage of the software
3. Created software documentation for internal users and customers

4. Created and maintained Confluence pages and newsletters
5. Experience with Jira Query Language for filtering and searching issues
6. Experience with Jira, MS Excel, Tableau, Microsoft Dynamics, Microsoft Azure
7. Involved in testing the platform

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

1. Coached six teams of five students on a software development project
2. Helped test the online course platform "Artemis"
3. Prepared and reviewed weekly quiz exercises
4. Reviewed weekly lecture slides
5. Graded and provided feedback on weekly homework exercises
6. Helped assess the graded online exercise at the end of the semester

SKILLS

Microsoft Office | Git | Java | LaTeX | Jira | Confluence | Python | iOS Development | Swift | SwiftUi |
Docker | Go | PostgreSQL | CI/CD (Gitlab CI) | Ansible | CSS | Web Design & Web Development | JavaScript

PROJECTS

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

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
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