Alper Ozaydin

Konstanz, Germany 78464 ● +49 152 02508885 ● alperozaydinn@gmail.com ● http://www.alperozaydin.com

EDUCATION

University of Konstanz, Baden-Württemberg, Germany   **October 2016 - Present**
Computer and Information Science, Master of Science
Binghamton University, **State University of New York, USA**   **May 2016**
Bachelor of Science, CS/Information Systems, Dual Diploma Program
Istanbul Technical University, Istanbul, Turkey   **May 2016**
Bachelor of Science, Information Systems Engineering, Dual Diploma Program

PROFESSIONAL EXPERIENCE

Avira Operations GmbH & Co. KG   **Working Student, Part-time** | Konstanz, Germany, **August 2017 – Present**
- Working with Python, HTML/CSS, and JavaScript in Research & Development projects

AStA Student Union   **HiWi, Part-time** | Konstanz, Germany, **May – September 2017**
- Responsible for the website and server administration in student union at University of Konstanz
- Implemented "Wahlmaschine" to AStA website for the June election at the university

Kopernik Observatory & Science Center   **Senior Project, Part-time** | Binghamton, NY, USA, **October 2015 - May 2016**
- Experienced Ionic Framework and Apache Cordova
- Developed a hybrid mobile application for the science center by using Angular JS

Exagate Information Technology and Services   **Internship** | Istanbul, Turkey, **June 2015**
- Used C# and designed a basic website by using ASP.NET
- Implemented some features on the company's current website

Odakent AR-GE Ltd.   **Internship** | Istanbul, Turkey, **January 2015**
- Experienced Postgre SQL, constructed a database
- Performed SQL Scripts and implemented specific functions and triggers
- Devised a basic map by using QGIS technology

PROJECTS

Android Development   Konstanz, Germany, **October 2017 – Present**
- Developing a mobile social networking application for online correspondence, cultural exchange, and learning foreign languages in Android Studio with a group of two

Virtual & Augmented Reality Development   Konstanz, Germany, **April – August 2017**
- Developed a casual virtual reality game called "Ghosts of Bodensee" for Oculus Rift device by using Unity video game engine with a group of two
- Developed an augmented reality note-taking android application by using Google Tango platform in Unity

JavaScript Development   Konstanz, Germany, **October 2016 – February 2017**
- Used D3.js JavaScript library to build up dynamic and interactive data visualizations in browsers

iOS Development   Istanbul, Turkey, **July – September 2016**
- Designed and developed "Is It Prime?", "Learn German" and "To Do List" apps using Xcode 7 for iOS9 by using Swift
- Designed and built "The Weather" app which acquires the current weather from a forecast website and shows to the user
- Designed and developed "Tic Tac Toe" game for iPhone by using Swift

Rolling Balls in Unity 3D   Binghamton, NY, USA, **May 2016**
- Integrated and developed basic "Rolling Balls" project by using C# in Unity 3D

Text Editor   Binghamton, NY, USA, **November – December 2015**
- Used C# and designed a text editor that operates on lines of text as a program-code editor using WPF

Website Development   Istanbul, Turkey, **February – May 2015**
- Created a database in NetBeans, and used Java, HTML, CSS, JavaScript, JavaDB, SQL
- Designed and built an e-commerce website which sells electronic devices for mobile phones

TECHNICAL SKILLS

Programming Languages:
Most experienced with **C#, Python, HTML/CSS, JavaScript, Java**
Some experience with C/C++, SQL, Swift, Angular JS
Dabbled in R, Ruby, MATLAB
Computer Skills: Visual Studio, Xcode, NetBeans, Sublime 2 PyCharm CE, Webstorm, IntelliJ IDEA CE, Android Studio, Git, Wireshark, Unix, Apache, Unity 3D, Microsoft Office, Windows, Mac OS, Linux
Relevant Courses: Probability with Statistics Methods, Software Engineering**,** IT Systems Analysis and Design, Numerical Methods, Project Management**,** Data Mining, Artificial Intelligence & Expert Systems, Enterprise Network Security, Windows Programming, Design Patterns, WEB-Design & Management Tools, Eye Tracking: Theory and Practice, Virtual and Augmented Reality, Generalized Linear Models, Information Security Systems