

Alper Yarenbasi

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EDUCATION

Norwegian University of Science and Technology

Trondheim, Norway

Integrated Masters (B.S. & M.S.) in Computer Engineering / Science

Expected Graduation, June 2028

- **Related Coursework:** Data Structures & Algorithms, Objects & Design, Object-Oriented Programming, Computer Organization & Programming, Combinatorics, Object-Oriented Programming, Statistics & Applications

University of Oslo

Oslo, Norway

Single-course Student

Aug 2023 – June 2024

- **Related Coursework:** Computation and Complexity (*MIT 18.404J equivalent*), Mechatronics, Computing in Arduino IDE, Calculus, Advanced Calculus and linear Algebra, Discrete Mathematics, Philosophy of Science and Ethics

University of Bergen

Bergen, Norway

Integrated Masters (B.S. & M.S.) in Data science

Aug 2023 – Present

- **Related Coursework:** Object-Oriented Programming, Computing in Python and Java.

EXPERIENCE

KPMG

Oslo, Norway

Hackathon Participant

Mar 2024 – Mar 2024

- Developed an app using ServiceNow at the KPMG Hackathon, tackling real-world challenges with guidance from KPMG and ServiceNow experts.
- Presented the solution to a jury, gaining hands-on experience in business-focused tech innovation.

ICE RETAIL

Drammen, Norway

Sales Associate

Jan 2023 – July 2023

- Ranked #1 nationwide in accessory and service sales, showcasing product expertise.
- Strengthened communication and problem-solving skills, ensuring high customer satisfaction.

SPAR CC

Drammen, Norway

Sales Associate

Sep 2021 – July 2023

- Closing supervisor, ensuring a smooth end-of-day process.

PROJECTS

Space Invaders (Java)

Bergen, Norway

Project Developer

Apr 2024 – Apr 2024

- Developed a classic Space Invaders game as part of a semester assignment in the INF101 course at the University of Bergen. Utilized the Model-View-Controller (MVC) architecture for clean separation of logic, interface, and control flow.
- **Technologies Used:** Java, MVC Architecture, MIDI, java Swing (AWT)

Snake

Bergen, Norway

Project Developer

Sep 2023 – Sep 2023

- Developed a version of the classic Snake game using Python, where players control a growing snake on a grid, aiming to eat apples while avoiding walls and its own tail.
- **Technologies Used:** Python, uib_inf100_graphics (pygame)

SKILLS

- **Programming:** Java, Python, JavaScript, HTML/CSS, MATLAB, C++, C
- **Tools:** IntelliJ, PyCharm, VS Code, Jupyter Notebooks, GitHub, GitLab

REFERENCES

References available upon request