Ayse Artiklar

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Objective

To obtain a position in computer engineering.

Education

- **Bachelor of Science in Computer Engineering (2010/2013)**
  University of Pittsburgh, Swanson School of Engineering, Pittsburgh, PA
  GPA: 2.5

- **Community College of Allegheny County (2009/2010)**
  Pittsburgh, PA
  GPA: 3.7(Dean's list)

Language and Skills

- Languages: C, Java, SQL, MIPS, Matlab.
- Skills: Eclipse, Visual Studio, MS Word Excel Power Point.

Courses Taken

- **Algorithm implementation**: Includes algorithms for sorting, searching, encryption, compression and local search.
- **Database management system**: Provide an in-depth knowledge of database system design.
- **Computer organization and assembly language:** Introduces data representation, types of processors, memory types, assembly language, linking and loading, and an introduction to device drivers.
- **Introduction to system software:** Introduces the important systems language, C, and to several topics related to the hardware and software environment.
- **Introduction to operation system:** Understand and use the basic concepts of operating system.
- **Data structures:** Study of the basic data structures of computer science (stacks, queues, trees, lists, graphs) and their implementations using the Java language.

Selected Projects

Navigation for blind people: This project create and expand indoor image database and refine images search algorithm by using sql to create an indoor navigation with integrated GPS system.

Ebay like web system: Create a program similar to Ebay by using sql , java and JDBC. This program allow user login their password protected account. The user can buy, sell, search and bid on a item as it can be done at Ebay.

Simulation of well known game the snake : Create a game which simulate movement of snake and user can interact with snake to navigate it randomly created foods which enlarge the snake size based on type of food. The whole program created with assembly language MIPS.

Traveling salesman problem: Optimization and simulation of well known NP hard traveling salesman problem by using algorithms such as Prim and Dijkistra via Java.

Encrypted Messaging: Generate peer to peer encrypted messages by using 128 bit public keys which can be decrypted only by receiver by using corresponding keys.

What's the password: Deconstructive existing binary C programs to find a secret password or passphrase that needs to be input in order to unlock the program.