UBISOFT NEXT PROGRAMMING CHALLENGE

TEMP FIGHT

Full Name: Berdem Yildiz

School: University of Waterloo (Fall 2016 – May 2021)

Program: Computer Science

Biography: Hi! I am international student from Turkey. I came to Canada in
2015 to study and work. Video games have always played an
important role in my life. I've always wanted to be good at game
design but never had the motivation until this year. I have worked
on a couple projects with friends and discovered I really enjoyed
game design. I would love to be a part of the Ubisoft team and
enhance my game development skills. P.S. One of my favorite
games is the legendary Assassin's Creed series. Totally love it!

YouTube link:

Cover Letter

Hi,

I came across the Ubisoft NEXT challenge on University of Waterloo's subreddit a month ago. I got very excited about 1st place prize. I always wanted to gain game developing experience in with a big gaming company such as Ubisoft. I'm very interested in the internship role, and I would like to submit my resume and my game.

A little bit about myself... I'm a third year Computer Science student at the University of Waterloo, and I will be graduating in May 2021.

Last summer I worked at Ardent Mortgages as a Software Engineer Intern. I developed various features and owned medium sized projects using Python, JavaScript, and PHP. I'm also working on a fun project with a couple friends, developing a co-op platform game.

For my next internship, I'm looking for a position where I could make meaningful contributions and further advance my skill set.

Thanks in advance for your consideration,

Berdem Yildiz

BERDEM YILDIZ

Education

University of Waterloo

Candidate for Bachelor of Computer Science

Expected Graduation Winter 2021
September 2016 – Present
Waterloo, ON

Personal Information

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Languages & Tools

- Python
- C++
- JavaFX
- C#
- PostgreSQL
- Scheme
- Assembly
- Linux/Unix
- JavaScript
- Java
- WPF
- C
- PHP
- Git
- Latex
- HTML/CSS

Awards

- President's Scholarship of Distinction - University of Waterloo - 2015

Work Experience

Ardent Mortgages

Part Time Software Engineer | September 2019 – Present

- Built a suite of cron jobs to retrieve and store account executives' daily performance data into CSV files using Microsoft Flow and Python
- Implemented a mobile compatible web feature to collect customer feedbacks using HTML and JavaScript
- Constructed a script to email clients' feedback to the customer support team using PHP

Software Engineer Intern | May 2019 – August 2019

- Automated the two-week process of retrieving clients' mortgage information from data brokers by implementing a scraper using Python
- Developed a GUI to initiate and display the data scraping progress in real-time using C# Windows Presentation Foundation
- Designed an uploading process for client data stored in monthly generated CSV files to Microsoft CRM by using Microsoft Dynamics 365 API
- Engineered an internal application within Microsoft CRM for the sales department to run a data scraper task for individual clients using Microsoft Dynamics 365 SDK

Projects

Chess Implementation

- Partnered with two classmates to implement a refined version of chess using C++
- Built using C++'s object-oriented features such as inheritance, polymorphism, encapsulation, and abstract data types
- Designed a text-based display of the game board that is redisplayed after every move
- Developed four difficulty levels of AI to allow single player gameplay

Education

Relevant Courses

- CS 240 | Data Structure and Data Management
- CS 241 | Foundations of Sequential Programs
- CS 245 | Logic and Computation
- CS 246 | Object-Oriented Software Development
- CS 251 | Computer Organization and Design
- CS 341 | Algorithms
- CS 348 | Database Management
- CS 349 | User Interfaces
- CS 350 | Operating Systems