Deniz Demirtas

+1 510 890 5971 | denizdemirtas@berkeley.edu | https://github.com/ddenizdemirtas |
https://www.linkedin.com/in/deniz-demirtas-827416225/ | Berkeley, CA

Education

University of California, Berkeley **Expected Graduation: May 2024**
B.A. in Computer Science | *College of Letters & Science* **GPA: 3.47/4.0**

- **Relevant Coursework:** Structures and Interpretations of Computer Programs, Designing Information Devices and Systems, Foundations of Data Science, Discrete Mathematics and Probability Theory, Data Structures and Algorithms, Computer Architecture, Fullstack Development
- **Skills & Languages:** Python, Selenium, Java, C, JavaScript, HTML-CSS, Node.JS, Linux, Swift UI/UI Kit, C#, Scheme (LISP), CocoaPods, JSON, Git, REST API, React Native, MS Office

Professional Experience

Berkeley Computer Science Mentors **Berkeley, CA**
Data Strvctures (CS 61B) Junior Mentor *Jan 2023 – Present*

- Led weekly sections to review the Data Structures (CS 61B) content in a small classroom environment through group tutoring sessions
- Checked-in regularly with my students to ensure that they receive personal attention and support throughout the semester to enhance their academic performance in CS 61B
- Helped CS Mentors organize debugging sessions for course projects, midterm review sessions, and club-wide socials

Related Digital **Remote**
IOS SWE Intern *Jun 2022 – Aug 2022*
Turkey's leading management solution provider; offering personalized data-driven marketing technologies

- Developed a crowd-sourced travel advisory application using UI Kit and Swift UI and integrated it with a REST API to pull public data from tripadvisor.com to ensure the data is accurate and up-to-date
- Integrated the application with Google's Firebase SDK to store crowd-sourced review data on Firestore Database, and introduced user authentication to the product to attain efficiency and security
- Tested new customer data platform SDK, built explicitly for UI Kit applications, by implementing it into the application to test its interoperability with UI Kit/Swift UI; reported analysis to the mobile development team

And 1 Games **London, UK**
Co-Owner *Sep 2021 – Jun 2022*

- Built highly engaging hyper-casual and hybrid-casual mobile games for both Android and Apple platforms using the Unity Game Engine and C# aiming to publish in collaboration with well-established mobile gaming studios
- Analyzed core advertisement metrics such as Click-Through Rate, Cost Per-Install, and user retention to make effective decisions for the development and advertisement strategy of the product to maximize user engagement
- Collaborated with Supersonic Studios (74 total games with 2 Billion downloads worldwide) to develop an advertising strategy for our product "Crypto Miner"

Projects

Passion **Berkeley, CA**
Turkish Airlines AI Customer Support Chatbot *Sep 2021 - Present*

- Web-Scraped Turkish Airlines website using Python Selenium to acquire company specific FAQs, and fine-tuned OpenAI's davinci model on the data to create a customer support chatbot

UC Berkeley **Berkeley, CA**
Machine Learning Algorithm to Classify Handwritten Digits *Sep 2021 - Present*

- Wrote low level RISC-V assembly code to classify handwritten digits with a machine learning algorithm

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- Designed and built a random 2D world generation algorithm that worked consistently on user seed input with Java
- Implemented interactivity to handle keyboard input and introduced game mechanics to create a 2D maze discovery game using the StdDraw library and the KeyListener interface

NGordnet

- Implemented a clone version of Google's NGram viewer - a browser-based tool that allows exploring the history of word usage in English texts with Java. Created my implementation of data structures TimeSeries to ease analyzing the data
- Designed my own graph implementation using adjacency lists built by hashmaps to utilize depth-first graph traversal to be able to group given words into their synsets in order to analyze the semantic relationship between them