

# Deniz Kasap

Computer Science Student

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## Education

**Bachelor of Science: Computer Science**  
Bilkent University, Ankara

2017 - Present

**High School Diploma**  
İzmir Atatürk Lisesi, İzmir

2013 - 2017

## Work History

**Java Developer**

Aug 2021 - Jul 2022

Yapı Kredi Teknoloji

Worked part time as a junior java developer building and maintaining springboot microservices. Have been a part of an agile team tackling large project problems.

**Software Engineering Intern**

Jun 2021 - Aug 2021

Yapı Kredi Teknoloji, İstanbul

Developed a dev-ops project and worked as a part of an agile team, helped maintain microservices and databases, done front-end development.

## Projects

**Casett - Senior Design Project**

Sep 2021 - May 2022

2021-2022 Best Senior Project Award.

Built a complete back-end for a mobile application using nodejs. Built and maintained databses. Gained experience on aws, git pipelines, security, authentication and caching.

**Online Monopoly Board Game**

Sep 2020 - Dec 2020

Software Engineering Course Project

Developed an online video game with C#. Integrated simaltenous chatting and trading features. Maintained firebase databases, wrote the game logic.

**Indie Game with Unity/C#**

2020 - 2021

Video Game Development

Built an indie platformer with Unity, worked with a team of graphic designers, sound artists and marketers.

**Digital Audio Workstation**

Sep 2018 - Dec 2018

Java Project

Built a DAW for beginners to learn and create music. Worked with frequency and sound manipulation, front-end design and musical theory.

## Personal details

Website

denizkaspcs.github.io

Github

github.com/denizkaspcs

## Skills

**Back-end Development**

- Java | Springboot
- Js | Node.js
- C# | .Net
- C++
- PHP

**Front-end Development**

- React.js
- HTML | CSS | JS
- React Native

**Database**

- MySQL | Postgres | MongoDB
- NoSQL | DynamoDB
- Oracle | PLSQL

**Additional**

- Linux | C | Bash
- AWS | DigitalOcean
- Git | Jira | Github/Bitbucket

## Hobbies

- Music - Piano | Guitar | Theory
- Competitive Programming
- 3D Modelling
- Video Games
- Linguistics & Language | German & French beginner