



Gürkem Özden

CONTACT INFORMATION

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GitHub: github.com/gorkemozden

PROFILE SUMMARY

3rd-year Computer Engineering student skilled in **Python**, **Java**, **C/C++** and **Full Stack** basics (**HTML/CSS/JS**). I have developed a **native Android app** using **Java**, launched a personal website, and trained ML agents using **Scikit-learn** and **TensorFlow**. I am looking to join an engineering team as an intern, where I can contribute to ongoing projects and support the software development lifecycle with my technical skillset.

EDUCATION

Bachelor of Science in Computer Engineering

2023-Present

Muğla Sıtkı Koçman University, *Muğla, Turkey*

- Studying in a **100% English-language program** accredited by MÜDEK.
- Current GPA: 3.11/4.00
- Expected Graduation: *June 2027*

High School Diploma

2019-2023

Bursa Erkek Lisesi, *Bursa, Turkey*

- Participated in eTwinning Project, 4006 TÜBİTAK Project, Teknofest in 2022.

SKILLS

- Python (Pandas, NumPy, Scikit-learn, TensorFlow)
- Java (Android Development)
- HTML, CSS, JavaScript
- SQL (MySQL)
- C/C++
- Object Oriented Programming
- Data Structures and Algorithms
- Git, GNU/Linux
- Turkish - Native
- English – Fluent (C1)

PERSONAL PROJECTS

BudgetEase - Finance Tracking Mobile Application

- Built a **native Android application** using **Java** to help users track personal finances. Utilized **Firebase Realtime Database** to enable cloud-based data management.
- GitHub: github.com/gorkemozden/BudgetEase

Portfolio Website

- Launched a personal website using **HTML**, **CSS**, and **JavaScript** to present my professional background and skills.
- GitHub: github.com/gorkemozden/mywebsite

2D Racing Game Against ML Agent

- Developed a simulation game using **Python** where an AI agent plays autonomously.
- Integrated **Scikit-learn** and **TensorFlow** libraries to train the model.
- GitHub: github.com/gorkemozden/racingGame_aiAgent