

Education

- 2014 – 2017 **Faculty of Engineering, Bilkent University, Ankara.**
(Expected) B.S. in the Department of Computer Engineering
- Advisor: Asst. Prof. Selim Aksoy
 - CGPA: 3.9/4.0, Major GPA: 4.0/4.0
 - Change of major from Electrical and Electronic Engineering (2014)

Skills

- Programming Java, C/C++, SQL, VERILOG, MIPS Assembly, JavaScript, AngularJS
Platforms & Tools OS X, Linux, Windows, Adobe Photoshop
Languages Turkish (Native), English (Professional Proficiency, IELTS:7.5)

Honors & Scholarships

- 2013 – present **High Honor roll, Bilkent University, Ankara.**
2012 – present **Comprehensive Scholarship, Bilkent University, Ankara.**
2012 – present **Turkish Prime Ministry Scholarship.**
2012 **Ranked 90th in Nationwide University Entrance Exam.**

Experiences

- September 2016 - **Hazelcast Inc., Istanbul, Part-Time Software Engineer.**
Present ◦ Working in Clients team of Hazelcast.
June-August 2016 **Hazelcast Inc., Istanbul, Summer Intern.**
◦ Worked in Clients team of Hazelcast for bug fixing, testing and developing sample service.
July-August 2015 **University of Texas at Austin, TX. Aerospace Engineering, Summer Intern.**
◦ Worked for 'Autonomous Guidance and Control Laboratory' under supervision of Asst. Prof. Behçet Açıkmeşe
June 2015 **Zirve Information Systems, Ankara, Summer Intern.**
◦ Developed welcome page applications for the main project of the company.

Projects

- September 2016 **Section Checker, Bilkent University.**
◦ Developed a program which checks available quotas periodically for desired course section and warns the user in case of availability. It was used by Bilkent University students in course selection period.
August 2016 **Stack Service, Hazelcast.**
◦ Implemented concurrent and distributed stack data structure for Hazelcast Software to provide customers with a tutorial about adding a new service to Hazelcast Software.
August 2015 **Agent Simulator, UT Austin.**
◦ Developed a simulation environment for a swarm of agents moving in a velocity field. This software can simulate a large number of agents and determine agent densities/collisions in a very short time.
June 2015 **Bombberman, Bilkent University.**
◦ Developed a multiplayer bombberman game for Object Oriented Programming course.

Organizations & Memberships

- 2014 – 2015 **International IEEE Member, Bilkent University, Ankara.**
◦ Bilkent IEEE Student Branch Graphic Design Coordinator
◦ Road to University 14' volunteer: Guided the prospective students about engineering & campus life
2014 – 2015 **Graphic Designer, Designed posters, handouts and various visual media for the organizations & meetings.**
◦ Bilkent University Music Club
◦ Bilkent University Chess Club