

Oğuz Demir

Computer Science

Ihlamur cad. 14/41
06810 Ankara
☎ +90-539-493-74-76
✉ ogzdemr@gmail.com
📄 github.com/oguzdemir
📄 oguzdemir.github.io/

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)
- 2008 – 2012 **Atatürk Anatolian High School, Ankara.**
 - Area of study: Math and science
 - Ranked 90th in Nationwide University Entrance Exam (2012)

Skills

- Computer Languages Java, C++, C, VERILOG, MIPS Assembly, JavaScript, AngularJS
- Software JAVA IDE Programs (IntelliJ, JCreator), C++ IDE Programs (CodeBlocks, Dev C++), Xilinx ISE Design Suite
- Platforms & Tools OS X, Linux, Windows & MS Office, Adobe Photoshop, Google Docs, Open Office, Prezi
- Languages Turkish (Native), English (Professional Proficiency, IELTS:7.5)

Honors & Scholarships

- 2013 – **High Honor roll, Bilkent University, Ankara.**
present
- 2012 – **Comprehensive Scholarship, Bilkent University, Ankara.**
present
- 2012 – **Turkish Prime Ministry Scholarship.**
present

Experience

- September 2016 – Present **Hazelcast Inc., Istanbul, Part-Time Software Engineer.**
 - Working in Client team of Hazelcast.
- June-August 2016 **Hazelcast Inc., Istanbul, Summer Intern.**
 - Worked in Client 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 Açıkmese
 - Developed a simulation environment in C++ programming language 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 **Zirve Information Systems, Ankara, Summer Intern.**
- Developed welcome page applications for the main project of the company using JavaScript and AngularJS.

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- Spring 2014 **CS102 - Physics simulator design:** A program was written on Java Environment to simulate projectile motion and momentum principles in a visual way by utilizing adjustable moving objects and obstacles in a prescribed experiment area. The physics engine for the collisions and movement of the objects was also created.

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
- 2008 – 2012 **RadyoAAAL,** Co-founder of the internet radio station, was responsible for SHOUTcast hosting and broadcasting.