

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++, 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.**

Experiences

- September 2016 **Hazelcast Inc., Istanbul, Part-Time Software Engineer.**
- Present
 - 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 Açıkmış

June 2015 **Zirve Information Systems, Ankara, Summer Intern.**

- Developed welcome page applications for the main project of the company using JavaScript and AngularJS.

Projects

August 2016 **Stack Service, Hazelcast.**

- Stack data structure is added to Hazelcast Software to provide customers with a tutorial about adding a new service to Hazelcast Software.

August 2015 **Agent Simulator, UT Austin.**

- 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 **Bomberman, Bilkent University.**

- Bomberman game project is developed for Object Oriented Programming course with 3 more colleagues.

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.