

Oğuz Demir

Computer Engineering

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 CGPA: 4.0/4.0 (CS classes)
 - 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 (Eclipse, JCreator), C++ IDE Programs (CodeBlocks, Dev C++), Xilinx ISE Design Suite
- Platforms & Tools Windows & MS Office, Linux, 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 & Projects

- July-August 2015 **University of Texas at Austin, TX. Aerospace Engineering, Summer Intern.**
 - Worked in 'Autonomous Guidance and Control Laboratory' under supervision of Asst. Prof. Behçet Açıkmeşe
 - 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.

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.