Oğuz Demir

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Education

2014 – 2017 (Expected)	**Faculty of Engineering**, *Bilkent University, Ankara*. 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 - Present	**Hazelcast Inc., Istanbul**, *Part-Time Software Engineer*. ○ Working in Clients team of Hazelcast. Generated api documentation for Python client for release. Improved the stability of the product by working on reported bugs and issues.
June-August 2016	**Hazelcast Inc., Istanbul**, *Summer Intern*. ○ Worked in Clients team of Hazelcast. Enhanced the attractiveness of the product by improving the code samples and solving customer reported bugs and issues. Increased the test coverage of NodeJS client by 5%. Improved the understandability of the project by preparing tutorial about adding a new service to the Hazelcast.
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. Improved the speed of simulations by 30%.
June 2015	**Zirve Information Systems, Ankara**, *Summer Intern*. ○ Enhanced the welcome page of company's main project by developing welcome page applications, smart calendar and todo list.

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 users 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 speeded up the simulations with large number of agents by 30%.
June 2015	**Bomberman, Bilkent University**. ○ Developed a multiplayer bomberman game for Object Oriented Programing course.

Organizations & Memberships

2014 – 2015	**International IEEE Member**, *Bilkent University, Ankara*. ○ Bilkent IEEE Student Branch Graphic Design Coordinator
2014 – 2015	**Graphic Designer**, Designed posters, handouts and various visual media for the organizations & meetings. ○ Bilkent University Music Club ○ Bilkent University Chess Club