

## Oguzhan Ozdemir

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Website : [ossan.me](http://ossan.me)

## Personal Information

**Date of Birth:**20.01.1996

**Place of Birth:**Istanbul, Turkey

**Nationality:**Turkish

## Education

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### Sabanci University, Istanbul

*BSc. in Computer Science, Faculty of Engineering and Natural Sciences*

*2015-2022*

### Beşiktaş Anadolu , Istanbul

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*High School*

*2010- 2015*

## WORK EXPERIENCE

Freelance full stack development

- Developed website for startups
- Currently working on my portfolio site using Next.js

Game development

- Developed indie platformer for game jam
- Currently working on Unreal Engine 5
- <https://ossanozfe.itch.io/>

Ncr internship

- I worked on the software project being developed to organize the meeting of the two parties using .net

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## Skills & Personal Interests

### Languages

- *Turkish(Native)*
- *English(C1)*

### Programming Languages and Tools

- *C++*
- *C#*
- *Python*
- *JavaScript*
- *GO*

- *Visual Studio Code*
- *Jupyter Notebook*
- *Unity Engine*
- *Unreal Engine*
- *React*
- *Next.js*
- *Node.js*

## **Interests**

- Travelling
- Tasting (Food and Beverages)
- Watching Independent Films
- Reading books

## **Projects & Courses**

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### **Data Structures**

- *Implemented various data structures including but not limited to Linked List, Binary Search Tree(including AVL tree and others), Hash Table, Stack, Queue, Bitmap, Graph and traversal methods such as tree traversal and graph search algorithms(breadth first, depth first, Dijkstra search)*
- *Modelled algorithms and their runtimes, computational complexities*
- *Implemented various sorting algorithms including but not limited to Insertion Sort, Merge Sort and Quick So*

### **Artificial Intelligence**

- *Created agents using various Blind Search Algorithms including Uniform Cost Search, A\* Search, Breadth First Search and Depth First Search to find an optimal path to success in various games such as N-Queens, Bloxorz*
- *Implemented various Local Search Algorithms including Hill Climbing, Simulated Annealing, Local Beam Search and Genetic Algorithms*
- *Created CSP solver for Akari*
- *Implemented Game Search Trees including Alpha-Beta pruning*
- *Implemented action planning to solve the Fox, Geese and Bag of Beans*
- *Created Bayesian Networks*

### **Software Engineering**

- *Developed an e-commerce site with **React** and **Django***
- *Creating database with items and users.*

### **Data Science**

- *Analyzed data relating to cab rides in New York City to test if there are correlations between time of day, travel distance and pickup and dropoff districts*

### **Distributed Systems**

- *Concurrency and leader election algorithm developed.*

### **Computer and Network Security**

- *Developed secure chat application with rsa and sha hashing*