

# Omar B. Ozgur

Software Engineer

## Contact



(949) 701 9934



oozgur217@gmail.com



omarozgur.com



linkedin.com/in/omarozgur



github.com/omar-ozgur

## Languages



## Tools

Terminal / Bash Shell / Git / Vim /  
Sublime Text / XCode / Sketch / Unity  
Game Engine / Blender 3D Modeling /  
Mac OS / Linux

## Awards

- 3rd place at LA Hacks 2016
- Best wearable at Tree Hacks 2016
- Top 5 at IDEA Hacks 2016
- Top 5 at Cal Hacks 2015
- Top 5 at SD Hacks 2015

## Education

### UCLA

2014 - Present

#### B.S. Computer Science

- GPA: 3.87
- Relevant Courses: C.S. Foundations, Computer Organization, Operating Systems, Computer Graphics, Design of Digital Systems, Software Construction Lab, Digital Design Lab, AI Playing Games, Linear Algebra, Discrete Structures, Probability, Multivariable Calculus, Differential Equations

## Experience

### LinkedIn

Summer 2016

#### Software Engineering Intern

- Developed, released, documented, and monitored new iOS features, including enhanced push notifications and LinkedIn's first mobile audio-playing capabilities
- Collaborated with team members daily to promote growth of the messaging platform by analyzing trends and working to boost relevant metrics

### Daily Bruin

Oct. 2015 - Present

#### Web Developer

- Creating and maintaining websites that support thousands of students at UCLA
- Recently worked on a redesign of the Spectrum photo gallery, which hosts hundreds of photos and captions from photographers at UCLA

## Top Projects

### Hashcam

- Collaborating with app developers and designers to create an iOS app where users can upload, comment, and vote on pictures in various challenge categories
- Leveraged the Alamofire networking library to communicate with the backend
- Utilized the Facebook SDK for login, and for allowing users to connect with friends

### Alexa MD

- Leveraged the Amazon Echo API to relay specific commands to a remote database
- Utilized voice data to configure VR simulations that were controlled by an Oculus Rift and Leap Motion device

### Lighthouse

- Developed Ruby on Rails backend for an iOS app that allows for users to quickly alert friends if they are in danger, and view crime statistics for geographic areas

### Games

- Built and released 4 games on the Android and iOS mobile app stores
- Utilized JavaScript and C# in the Unity Game Engine to create core content