Omer Ozkaya

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EDUCATION

Northwestern University | Evanston, IL   June 2024
Bachelor of Science
- Major in Computer Science
- GPA: 3.64/4.0
- Relevant Coursework: Design Thinking & Communication, Fundamentals of Computer Programming, Data Structures & Algorithms, AI & Experimental Narrative, Human-Computer Interaction, Discrete Math, Generative Methods, Introduction to Machine Learning, Wireless & Mobile Health, Introduction to Computer Systems, Design & Analysis of Algorithms

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SKILLS

- Technical: C++, Python, JavaScript, Java, C, C#, MATLAB, Racket, GitHub, Git Version Control, CLI, Windows CMD, VM, React, React Native, Firebase, Scrum/Agile, Computer Hardware/Software Expertise, Lab Skills, Shop Skills
- Language: English (Native), Turkish (Native), Arabic (Basic), Spanish (Basic)
- Soft Skills: Communication, Problem-Solving, Adaptability, Teamwork, Time Management, Attention to Detail, Critical Thinking, Empathy

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EXPERIENCE

Intel Corporation | Remote (Hillsboro, OR)   June 2023 - September 2023
Software Engineer Intern
- Leveraged C++ and Visual Studio to engineer a program to parse a hexadecimal system message into JSON format
- Communicated code changes through Git and GitHub for continuous feedback and improvement of solution
- Incorporated option for testing parser program with a pre-existing in-house test app utilizing Microsoft Windows Command Prompt
- Integrated parser to company codebase in a seamless manner and validated results with a built-in JSON Schema Validator
- Presented proposed solution to relevant stakeholders and other interns with PowerPoint and took advantage of diagrams to simplify concepts

Northwestern University Dance Marathon Companion App | Evanston, IL   June 2022 - January 2023
Developer
- Designed and an app with React Native to keep track of over 1000 Northwestern University Dance Marathon users
- Implemented and kept track of new features leveraging Scrum methodology
- Cooperated with 10+ teammates to ensure code quality and enhance user experience
- Identified and corrected bottlenecks and bugs within app through use of various testing methods such as Jenkins

Northwestern University | Evanston, IL   April 2022 - Present
Computer Consulting Aide
- Maintain 5 Computer Labs and 8 Classrooms with media equipment in the McCormick School of Engineering
- Integrate and set up new hardware and technology, such as MDM (mobile device management) programs, for 100+ systems
- Facilitated a helpline pertaining to tech issues for a department encompassing 1500+ students and faculty

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PROJECTS

Astro Dash | St. Louis, MO   July 2020 - Present
Game Developer and Designer
- Designed and generated a tap-based game with physics in Unity using C# with a small team of 3 people
- Uploaded to Google Play Store with over 500 downloads to date
- Implementing a shop and currency system for users to buy in-game cosmetics with over 50 different selections

WebGL Projects | Evanston, IL   March 2022 - June 2022
Developer
- Developed 3 separate projects using WebGL, JavaScript, HTML, and CSS each focused on a different aspect of computer graphics
- Created a 2D scene with 3 separate 3D objects with movement and keyboard and mouse controls
- Built a 3D scene with a movable camera containing over 6 3D assemblies
- Incorporated 4+ different combinations of shading and lighting in a 3D scene with animated and textured assemblies

Tron Game | Evanston, IL   May 2022 - June 2022
Game Developer and Designer
- Programmed a C++ game with keyboard and mouse controls playable with two concurrent players
- Cooperated in a small team of 2 to design and build sprites and graphics for game
- Tested and troubleshooted extensively to optimize game playability and ease of use; reduced system resource usage by 30%

LEADERSHIP

Turkish American Society | *Mentor*   May 2016 - Present
- Mentored and taught english to 5+ English Language Learner (ELL) students
- Translated schoolwork, set goals, and stimulated students to achieve goals by end of each school year, resulting in >10% GPA boost
- Led cultural and recreational activities for ages 14 below at youth and cultural centers
- Planned 20 lessons and organized educational tournaments for middle and high school students throughout academic year