

# OrkunDuman

aspiring software architect

## about

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## languages

English  
Turkish  
basic German

## programming

Android, Assembly  
C, C#, Go, HTML  
Java, PHP, Python  
SQL, Swift, Unity 2D

## design

Final Cut  
MS Office  
Photoshop

## systems

PC  
Mac  
Linux  
(Ubuntu &  
CentOS)

## education

- 2015 - 2019 **University of California Berkeley** Major GPA: 3.93 - Cumulative GPA: 3.82  
Bachelor of Art's Degree in Computer Science  
*Relevant Courses:* Algorithms, Artificial Intelligence, Cognitive Science, Computer Architecture, Data Structures, Databases, Discrete Math & Probability, General Psychology, Linear Algebra & Differential Equations, Machine Learning, Networking, Security
- 2010 - 2015 **American Robert College of Istanbul** GPA: 3.7  
Diploma - College Prep Curriculum  
Certificate of High Honors, Xerox Award for Innovation and Information Technology

## experience

- May-Aug 2017 **Microsoft, Seattle, WA** Software Development Engineer Intern  
• Represented Microsoft while enabling ISVs to build efficient software solutions  
• Implemented a new network plugin for Kubernetes on Docker using GoLang and Linux UDP tunnels while adhering to the performance requirements of the Azure cloud environment  
• Enabled L7 gateway firewalls to be deployed to the container world using the network plugin  
• Added functionality to the internal employee portal to locate nearby colleagues with similar focus for increased office collaboration
- Aug-Dec 2016 **University of California Berkeley, CA** Undergraduate Student Instructor  
• Lead the teaching pedagogy course, Intro to Teaching Computer Science, for new staff  
• Tutored for the Python and SQL course 'Structure and Interpretation of Computer Programs'
- May-Jun 2016 **Gram Games, Istanbul, Turkey** Game Developer Intern  
• Walked through the entire production process by taking 3 prototype apps to fake-launch  
• Designed a new game from scratch, implemented the core mechanics and GUI using Unity  
• Worked in collaborative teams with artists and game designers  
• Published B.O.X, an animated 3D game written in C#, which had a ~30% retention rate
- Aug-Sep 2014 **Turkcell, Istanbul, Turkey** Mobile Development Intern  
• Became proficient with Android and iOS development platforms through extended exposure  
• Worked on the Android Wear platform to design an app to track mobile data use  
• Implemented a proof of concept project showcasing the capabilities of the iPhone M7 chip  
• Contributed to the Turkcell Education Portal by writing blog posts about the Android Watch

## projects

- 2013 - 2016 **NoMercyMC** Founder, CTO  
• Founded a company around the idea of an RPG game server that used Minecraft graphics  
• Published a .NET website with built in e-Commerce features to support the user community  
• Promoted the company through billboards, Google ads, and Youtube channels  
• Maintained large amounts of encrypted user data using scalable SQL database structures  
• Ran Linux servers and patched them with DDOS and Botnet secure IP tables  
• Managed 8 employees which helped the brand become famous and reach 270,000 users

## leadership

- 2016 - 2017 **Computer Science Mentors at Berkeley** Senior Mentor  
• Facilitated the fluidity of introductory CS courses at Berkeley by providing group as well as one-on-one tutoring sessions for struggling students  
• Prepared lecture notes and taught small classes geared towards cultivating interest in CS
- 2015 - 2017 **UNICEF at Berkeley** Vice President  
• Organized community events and designed apparel to raise funds for families in need  
• Gathered an enthusiastic group to renovate our club and advocate UNICEF's mission