Osama **Tanveer**

osamatanveer990@gmail.com | +90 552 623 39 03 | Ankara, Turkey
linkedin.com/in/osama-tanveer-673833175 | github.com/osamatanveer

---

EDUCATION

Bilkent University • Computer Engineering   Entrance: 2018
• Bachelor of Science • Sophomore • Full-Scholarship by OSYM Placement   Expected Graduation:2022

PROJECTS

SwapSwop • *Items & Services Exchange Application*   Github Link
University Project
• Led a team of 6 through stages of UML diagrams, GUI designs, implementation, and backend app development.
• Developed a successful secure and spam-free exchange platform with secure chat functionality for users.
• Implemented using Android Studio and Google Firebase, using Object Oriented Programming in Java.

CheckList • *Enhancing the ordinary checklist*
Personal Project
• Developed a checklist application for Android using Android Studio, allowing users to add tasks, items, etc.
• Integrated an alarm system to alert the user at a set time if the items on the checklist are not crossed out.

Cellular Automata • *Game implemented on 8x8 LED Matrix; cell change state on button presses*   Github Link
University Project
• Implemented the game using SystemVerilog, Field-Programmable Gate Array, and Betiboard.
• Designed using High Level State Machines, registers to store memory & 7-segment display to display readings.
• Buttons, using debouncers, used to change the state of 4 groups of cells according to predetermined rules.

Race! • *Obstacle dodging car game*
University Project
• Developed a driving game entailing the dodging of obstacles with a score count and timer.
• Implemented various levels with various levels of difficulties. Used Pygame to implement the game.

SKILLS

Tools Eclipse, NetBeans, MS Visual Studio, Android Studio, Google Firebase, Google Colab, Jupyter, Vivado
Languages Python, C++, Java, HTML/CSS JavaScript, SystemVerilog
Technical Web Development, Software Development, CNNs, RNNs, Android Development
Spoken Languages English (Native), Turkish (Limited), Urdu (Native)

RELEVANT COURSES

Curriculum Fundamental Structure of Computer Science I • **A**lgorithms & Programming I & II • **D**iscrete & Combinatorial Mathematics • **D**igital Design
Additional Machine Learning • **N**eural Networks and Deep Learning • **I**mproving Deep Neural Networks: Hyperparameter Tuning, Regularization, and Optimization • **S**tructuring Machine Learning Projects • **C**onvolutional Neural Networks • **S**equence Models