

Tahir Özdemir

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[GitHub](#) – [Medium](#)

SUMMARY

I have experience in C-family languages and Python. Furthermore, I used them for robotic programming with ROS. Also, I developed some little software with Java and Javascript (Node JS). I used MsSQL and MongoDB for database parts of my projects.

I have worked with people who were in different time-zones with a home-office system for one of my previous projects. Thus, I can say that I am suitable for both classic and home-office working style. I am currently improving myself to be better in robotics and AI. I am also interested in CUDA programming. I always have enthusiasm for new technologies.

EDUCATION

- Eskişehir Osmangazi University, Computer Engineering, Current GPA: 3,68

SKILLS

- **Programming**
 - I have developed projects with various programming languages such as C, C++, C# and Python. I have used my programming skills for the applications of following courses: Artificial Intelligence, Recommender Systems, Data Structures, Object Oriented Programming (C#), Computer Architecture, Data Security, System Programming (Raspberry Pi).
- **Database Development/Management**
 - I have used MsSQL and MongoDB for database parts of my projects. Thus, I can say that I have basic understand for both of SQL and NoSQL database types.
- **Game Development**
 - I have made games for both Android and Windows platforms with Unity. Furthermore, I was a member of a game development team as a C# programmer.
- **Language**
 - Turkish: Native
 - English: Intermediate

EXPERIENCE

- **Eskişehir Osmangazi University), Developer/Researcher, 2017-still**
 - I am actively contributing a TÜBİTAK project which is titled as '*Development of Autonomous Transport Vehicles and Human-Machine / Machine-Machine Interfaces for Smart Factories*'.
 - I am responsible for various parts of project such as solving task scheduling problem, database development, simulation etc.
- **Eskişehir Osmangazi University, Student Assistant, 2017-2018**
 - I have taken part as an assistant in the Introduction to Programming and Digital Systems classes. This experience gave me the ability of understanding different views.

PROJECTS

- **'Performing Simulated Annealing Algorithm on GPU and CPU-GPU Performance Evaluation', TÜBİTAK 2209-B, 2018-Still Continues**
 - This is my final project for my bachelor degree. Our aim is finding a solution for task scheduling problem based on Simulated Annealing algorithm on GPU.
 - Project is approved by TÜBİTAK and we got financial support.

SIDE/SCHOOL PROJECTS

- **Turret Defence, Android Game (Unity), 2016**
 - It is a simple tower defence game that players aim the best time. Except the music, all parts of it were developed by me in a week. It can be downloaded from this [link](#).
- **Autonomus Robot Simulation, ROS & Gazebo Project, 2017**
 - A project that is for Formal Languages and Automata class. It represents a simple state machine. Robotnic AGVS and Neuronics Katana Arm were used for simulation. Project can be found at this GitHub [link](#).

CONFERENCE PAPERS

- A. Cibi, T. Ozdemir, I. Saricicek, A. Yazici, Scheduling of pick-up or delivery tasks for autonomous robots via dispatching rules [abstract], In: 29th European Conference On Operational Research; 2018 July 8-11; Valencia, Spain