

Tarik Ozkaya

ozkaya.tarik@gmail.com | tarikozkaya@utexas.edu | (832)-367-1224

EDUCATION

The University of Texas at Austin, Austin, Texas Expected Graduation: May 2017
Bachelor of Science in Computer Science (Grade Point Average: 3.67)
- **University Honors** (Fall 2013, Spring 2014, Fall 2014), **College Scholar** (Spring 2015, Spring 2016)

RELATED COURSEWORK

Programming Languages (Honors, Upper Division), Network Security & Privacy (UD), Autonomous Multi-Agent Systems (UD), Algorithms & Complexity (UD), Operating Systems (UD), Computer Architecture (UD), Algorithms & Complexity (UD), Data Structures, Discrete Math, Linear Algebra (UD), Probability (UD), Calculus

PROGRAMMING LANGUAGES

Proficient in: C (6.5 years), Java (4.5 years)

Experience with: C++, Web Programming (HTML, CSS, PHP, MySQL)

Exposure to: Objective-C, x86 Assembly, L

EXPERIENCE

Rocket Software – Machine Learning Intern Summer 2016

- Built an ensemble learning model to make accurate time series predictions on DB2 logs using Apache Spark framework (Java)
- Recorded results to database and built a RESTful web service to access predictions using Jersey API (Java, MariaDB)

Keynote Systems, Inc. (Dynatrace) – Software Engineering Intern Fall 2015

- Built a multi-threaded localhost packet sniffer and analyzer (C++)
- Filtered packets based on content and port number
- Calculated accurate timings for POST requests and stored results in a file
- Integrated the sniffer into the old testing module

University of Texas Information Technology Systems – Intern Fall 2014

- Prepared glossary of selected network terms for the Office of Telecommunication Services

Computer Science Tutor Fall 2013

- Answered questions of AP Computer Science high school students

RESEARCH

Autonomous RoboCup 3-D Soccer Simulation League

- Implemented various high level strategies such as man-marking and call for the ball to the UTAustinVilla code base and tested their applicability to the RoboCup domain (C++)

PROJECTS

Reading Time Habit Tracker

- Built a multi-user platform which allows users to track their reading habits online while competing with others (HTML, CSS, PHP, and MySQL)
- Added special features including a custom registration system, a page for logging daily reading times, high scores page based on number of days which have at least 15 minutes of reading, and dynamic background which shows random motivational quotes and pictures

Interpreter for L Language

- Worked in a group of two to write a lexer, a parser, and an interpreter for L language (C++)
- Prevented run-time errors using type-inference

Hide This – Steganography App for Android (In Progress)

- Built an application to hide a given text into selected image without any visible changes (Java)
- Stored the new image to the device, allowing users to decode the image later to reveal the hidden message using the app

AES Encryption & Decryption

- Implemented AES encryption and decryption for 256 bit key (Java)

Text-Based RPG Game

- Built a simple text-based RPG game as a high school freshman in which characters fight against each other to get more items to increase their strength, defense and hit points (C)

LEADERSHIP, ORGANIZATIONS AND AWARDS

University Leadership Network, Member 2013 – Present

Association for Computing Machinery, Member 2015 – Present

Peer Led Study Group (PLUS), Facilitator 2016 – Present

Recipient of: Tracor/Frank McBee Jr. Scholarship and Louis E. Rosier Memorial Endowment Scholarship

Nomination by a faculty for: Unrestricted Endowed Presidential Scholarship

SKILLS

- Turkish (fluent)