# Umut M. KÖKSALDI

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## Educational Background

2014 – present, Bilkent University, Ankara, Turkey

Major: Computer Science, CGPA: 3.70

Minor: Graphic Design, CGPA: 3.57

2016 – 2017, École Polytechnique Fédérale de Lausanne (EPFL), Lausanne, Switzerland

Exchange Student

2010 – 2014, Ankara Ataturk Anatolian High School, Ankara, Turkey

## Awards

2014, Comprehensive Scholarship by entrance exam placement, Bilkent University
2014, National University Entrance Exam, Ranked 131st among 1.7 million students
High Honor Students List[1] of Bilkent University for all semesters (Fall 2014 to present)

## Work Experience

**IEEE Bilkent Student Branch**
February 2017 – June 2017, Graphic Design Coordinator
- Designed the event flyers, posters and illustrations for social media for the IEEE Bilkent Student Branch

**Turkish Ministry of Justice IT Department**
August 2016 – September 2016, Software Engineering Intern
- Worked on the web interface (front and back end) of a library service for the Ministry of Justice using Java EE and MySQL

## Skills

| | | |
|---|---|---|
| Java | Adobe Photoshop | Python |
| C | Adobe Illustrator | Verilog HDL |
| C++ | Unreal 4 Engine | Scala |
| C# | Unity 3D | PHP |
| HTML | MySQL | Lisp |
| CSS | MIPS Assembly | |

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[1]High Honor List bases on the cumulative GPAs of the students.

# Projects

**Viscera (Unity 3D):**
- 2.5D card game developed with the Unity 3D Engine
- A rule heavy card game with many constraints imposed on the user
- Learned about extensively governing the gameplay with game managers and connecting different components conforming to different rules, to each other

**Tanks Disassemble (Unity 3D):**
- 3D game developed using the Unity 3D Engine
- Used destructible environments and designed single player levels
- Experimented with different mechanics in video games such as bullet physics, explosions, graphics and lighting
- Learned about optimizing these mechanics in order to reduce its hardware demands

**Ear Buddies (Android):**
- Social media application developed for Android devices written in Java
- Using the GPS, the app matches the user with others who listen to the same music in close proximity
- Facebook user authentication was implemented for the login system
- The users can also message the other people they are matched with
- Also learned about Material Design principles while coding the UI for the project

**Competition Time (Android):**
- Quiz game developed for Android devices, written in Java
- Features in-game achievements and a user account system to keep track of the players' progress and leaderboards to compete with other players
- Interacted with and learned about the different aspects of the Android API
- Used SQLite Database in Android to store user information, which got me learning about databases

**Connect the Bubbles (Verilog):**
- Two player Tic-Tac-Toe game developed on the BASYS2 FPGA Board using Verilog
- Used an 8x8 LED Matrix to display the game board, and a seven segment display to show the player scores
- The project got me thoroughly involved with hardware description languages and thus made me learn about hardware design

# Personal Details

Date of Birth: 01 / 12 / 1996
Nationality: Turkish
Languages Spoken: English (Fluent), Turkish (Native Speaker), German (Beginner)