Umut M. KÖKSALDI

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Educational Background

2014 – present, Bilkent University, Ankara, Turkey

Major: Computer Science, CGPA: 3.75

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

Exchange Student

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

Work Experience

Bilkent University – RETINA Vision and Learning Group

August 2017 – Present, Undergraduate Research Assistant

- Joint study with Fraunhofer IIS; working on the segmentation and unsupervised classification of macrophage cell images using OpenCV and TensorFlow

HAVELSAN

July 2017 – August 2017, Software Engineering Intern

- Carried out the development of an Augmented Reality application for the Microsoft HoloLens platform using the Unity3D Engine

Turkish Ministry of Justice IT Department

August 2016 – September 2016, Software Engineering Intern

- Worked on a web application for a library checkout system using JSP and MySQL

Skills

Java	Adobe Photoshop	Verilog HDL
C	Mobile Development	MIPS Assembly
C++	Scala	PHP
C#	Unity 3D	MySQL
Python	Lisp	Web Development

Projects

Viscera **(Unity 3D, C#):**

- 2.5D territory acquisition based 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

Ear Buddies **(Android):**

- Social media application developed for Android devices written in Java
- Using the GPS, the app matches people who listen to the same music in close proximity

- Facebook user authentication was implemented for the login system
- Also learned about Material Design principles while coding the UI for the project

En'jin **(Java, OpenGL):**

- Simple 3D game engine developed from scratch using Java and OpenGL
- Core Engine Features: Basic input systems, GameObject inheritance and behavioral components, texture and mesh importing
- Rendering Engine Features: Transformation, rotation and scaling; orthographic and perspective camera angles; ambient lighting, point lights, spot lights, directional lighting, specular reflections

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

Test Scores

October 2017, GRE General Test;
Quantitative Reasoning: 170/170, Verbal Reasoning: 161/170, Analytical Writing 5.5/6

October 2017, TOEFL iBT; 118/120

Extracurricular Activities

IEEE Bilkent University Student Branch
2017, Graphic Design Coordinator and Board Member: Responsible for making decisions about the future of the Student Branch, as well as designing the flyers and posters for all events of the Student Branch.

Bilkent Mechanical Engineering Society
2017, Graphics and Web Design Coordinator: Responsible for handling the student club website and designing posters for its workshop and field trip events.

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)

Personal Details

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

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