# 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 131<sup>st</sup> among 1.7 million students High Honor Students List<sup>1</sup> 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 C C++ C# HTML CSS	Adobe Photoshop Adobe Illustrator Unreal 4 Engine Unity 3D MySQL MIPS Assembly	Python Verilog HDL Scala PHP Lisp	

<sup>&</sup>lt;sup>1</sup>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)