Umut M. KÖKSALDI

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Educational Background

2014 – present, Bilkent University, Ankara, Turkey

               Major: Computer Science, CGPA: 3.71

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

               Exchange Student

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

Work Experience

HAVELSAN

July 2017 – August 2017, Software Engineering Intern

- Carried out the development of an Augmented Reality application for the Microsoft HoloLens 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 service using JSP and MySQL

Skills

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

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

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)

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