

Umut M. Köksaldı

Software Engineer

I am a creative and talented software engineer with an accomplished academic record and work experience. Looking forward to stumble upon opportunities to learn, strive, and put more notches on the ever-tattered belt.

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📅 01 December, 1996

🐙 github.com/umutmkoksaldi

WORK EXPERIENCE

Undergraduate Research Assistant Bilkent University

10/2017 – 06/2018

Ankara, Turkey

Achievements/Tasks

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

Part-time Software Engineer HAVELSAN

02/2018 – 05/2018

Ankara, Turkey

Software and Systems Company in Turkey

Achievements/Tasks

- Working on image processing with OpenCV for an augmented reality application to be deployed on Microsoft HoloLens

Teaching Assistant Bilkent University

02/2018 – 05/2018

Ankara, Turkey

Achievements/Tasks

- Teaching assistant for the CS114 - Introduction to Programming course. Responsible for tutoring students during the programming lab sessions and grading their programming assignments.

Software Engineering Intern HAVELSAN

07/2017 – 08/2017

Ankara, Turkey

Software and Systems Company in Turkey

Achievements/Tasks

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

EDUCATION

Bachelor of Science Bilkent University

08/2014 – 06/2018

3.78 / 4.00 GPA

Bachelor of Science École Polytechnique Fédérale de Lausanne

09/2016 – 01/2017

Exchange student for one semester

SKILLS

Data Structures

Algorithms

Big Data

Mobile Development

Web Development

PERSONAL PROJECTS

Consigliere (09/2017 – 05/2018) [🔗](#)

- Cross platform mobile application developed using React Native (JavaScript) for iOS and Android
- Location based daily-planner that proposes optimal routes for quickest task completion using Traveling Salesman Algorithm.

Ear Buddies (09/2016 – 01/2017) [🔗](#)

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

En'jin (07/2017 – 12/2017) [🔗](#)

- 3D Game engine written in Java and OpenGL
- Complete graphics pipeline with support for ambient, point, spot and directional lighting; specular reflections
- Scene graphs, GameObject parenting and component based behavioral modeling support

Narya Language (02/2017 – 05/2017) [🔗](#)

- Graph querying and graph definition language
- Developed a lexer and parser using Lex and Yacc

ACHIEVEMENTS

Comprehensive Scholarship by Bilkent University (08/2014 – 06/2018)

Comprehensive scholarship with tuition waiver and monthly stipend awarded by Bilkent University for academic excellence

LANGUAGES AND TECHNOLOGIES

Java	●	●	●	●	●
C / C++	●	●	●	●	○
C#	●	●	●	●	○
Scala	●	●	●	●	○
Unity3D	●	●	●	●	○
Python	●	●	●	○	○
JavaScript	●	●	●	○	○