

Umut M. KÖKSALDI

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Educational Background

2014 – present, Bilkent University, Ankara, Turkey

Major: Computer Science, CGPA: 3.68

Minor: Graphic Design, CGPA: 3.57

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

Exchange Student

2010 – 2014, Ankara Atatürk 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 List¹ 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

¹High 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)