

Umut M. KÖKSALDI

Konutkent Mh, 2965. Cd, 28 / 22, Çayyolu 06810, Ankara, Turkey

Email: umutmkoksaldi@gmail.com – Phone: +90 (505) 746 2317

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 Atatürk 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

Tanks Disassemble (Unity 3D, C#):

- 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 their hardware demands

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

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)

Personal Details

Date of Birth: 01 / 12 / 1996

Nationality: Turkish

Languages Spoken: English (Fluent), Turkish (Native Speaker), German (Beginner)

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