YASEMİN ÖZKUT

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EDUCATION

SABANCI UNIVERSITY

3.58/4.00 • Expected February 2024 • Istanbul, Turkey

Honors/Awards: Three terms High Honor Certificate (GPA higher than 3.5), 25% Scholarship

B.S in Computer Science and Engineering, Faculty of Engineering and Natural Sciences (Junior)

Course Highlight: Introduction to programming with Python, Advanced Programming with C++, Data Science,
 Database Systems, Mobile Application Development, Data Structures, Probability, Statistical Modelling,
 Discrete Mathematics, Software Engineering, Computer Networks, Algorithms, Machine Learning

Minor in Business Analytics, School of Management

• Course Highlights: Introduction to Data Analysis and Research in Business, Introduction to Business Analytics, Optimization Modeling in Business Analytics

SEV AMERICAN COLLEGE

September 2014-June 2019 • Istanbul, Turkey

WORK EXPERIENCE

FURTHER NETWORK

July – August 2022 ● Istanbul, Turkey (Online)

Front End Developer Intern

- Gained knowledge about React Native by improving Furtherpass application which aims to provide easy travel
 planning in the new pandemic conditions such as finding laboratories for testing.
- Worked on front-end application development.
- Added password show-hide feature and navigation of registered but not activated users to email confirmation.

MONOVI

January - February 2022 • Izmir, Turkey (Online)

Computer Science Intern, Incudemy Program

- Gained basic knowledge about SQL, PowerApps, and Balsamiq and implemented our knowledge by designing a warehouse management system as a group in 2 weeks internship.
- Wrote business analysis document as a group. Explained our purpose, scope, and process flow diagrams.
- Designed a database and ERD in MSSQL, an application MockUp in Balsamiq, and the application itself in PowerApps with low code for warehouse management system as a group.

PROJECTS

Agile Full Stack Software Development Project

October 2022-January 2023

- Implemented a full stack web application for Turkish Football Federation with MongoDB, Express.JS, React.JS, Node.JS.
- Designed a better Turkish Football Federation site including statistics, data for visualization, better referee assignments, and better GUI design.
- Learned the concepts of version control, scrum meetings, handling sprints, deployment; enhanced teamwork skills; and learned full stack web development from scratch.
- Done automated testing with Selenium and API documentation with Swagger.

Computer Networks Course Client-Server Application Project

October 2022-January 2023

• Implemented client-server multiple player simple quiz game GUI application using C# and TCP sockets

Peak Games Unithon Event Project

October 2022

- Chosen among hundreds of applications to participate in the event
- 2 days case study competition about Toon Blast Application working on several game levels

Database Systems Course Term Project, Sabanci University

February 2022-June 2022

Designed a simple database and website for social media using MySQL, HTML, PHP, CSS.

Mobile Programming Course Social Media App Term Project

February 2022-June 2022

- Implemented a Social Media Application with Flutter.
- Understand the logic behind interface design, validation checks, Firebase Analytics, Firebase Crashlytics, Firebase core, authentication etc.
- Create a well-designed social media interface and link it to Firebase backend service
- Enhanced the team-work skills

Data Structures Course Mini Projects, Sabancı University

February 2022-June 2022

• Completed 1-2 weeks mini projects such as random maze generator using stacks, implemented simplified version of a notebook using AVL Search Tree and Binary Search Tree and compared their speeds, implemented a simplified version of search engine using Binary Search Tree and Hash Table and compared their speeds.

Data Science Course Term Project, Sabanci University

November 2021-December 2021

- Learned more about exploratory data analysis, hypothesis testing, and machine learning models for data science.
- Worked on a group term project about predicting the Metascores of the movies with Python using different machine learning models which were linear regression, random forest, and kNN models.

Advanced Programming Course Mini Projects, Sabancı University

October 2021-January 2022

• Completed 1-2 weeks mini projects such as building simplified version of Minesweeper game with matrix, adddrop period of the university courses using linked lists, and IETT bus line/stop management system with 2D hybrid linked list structure.

Interface Design Course Term Project, Sabanci University

October 2021-January 2022

• Designed the interface and prototype of a mobile application about indoor and outdoor navigation on Sabancı Campus using Figma only.

SKILLS

Language: Turkish (Native), English (Advanced)

Computer: C++, Python, MongoDB, React.JS, Node.JS, Express.JS, C#, Git, Postman, Android Studio, Flutter, Dart, Xcode, SQL, Firebase, Visual Studio, Socket Programming, Microsoft Office Applications (Excel, Word, PowerPoint), Figma, LaTeX

ACTIVITIES

SuDance (Dance club), Sabancı University – *Board Member* SuDance (Dance club), Sabancı University – *Active Member*

June 2021 – August 2022 September 2019 - Present

VOLUNTEER WORK

Civic Involvement Project in Sabancı University

February-June 2020

• Tutored fourth grade students about social awareness and spent time with them at state elementary school.