		Yavuz Koca				
	ABOUT ME	Istanbul Technical Uni., Computer Eng., 4th Grade, 2.56 GPA  Kağıthane, Istanbul / Turkey  Vice Chairman of Computer Society in IEEE ITU Student Branch 17/18				
	EXPERIENCE	<ul> <li>07.2018- Backend Developer mobimyazilim.com</li> <li>10.2018 As an intern, I have designed the Rest-API for the mobile application and adding features for the appusing Kotlin language.</li> </ul>				
		01.2018- 06.2018	<u> </u>			
	PERSONAL SKILLS			Strong	Other	
		Languages:		PHP, C, C++, Python, JavaScript	MySQL, Kotlin, C#, Matlab, PostgreSQL	
		Frameworks& Libraries:		Laravel, Bootstrap, Jquery, VueJS, React Native	NodeJS, Flask, OpenGL, PyGame, Bottle	
		Other Technologies:		Ajax, Git, Vagrant	Unity, Twig, Firebase	
•	PROJECTS	00.0016	Web-Blog github.com/yavuzkoca/yavuzunBlogu			
		09.2016- 05.2017	I built my own web-site using <b>PHP</b> language.			
		Not Kutusu notkutusu.com  07.2017- 09.2017  Not Kutusu is an archieve for ITU students based on lecture notes. In this project, I used PHP (Laravel), some JS libraries (JQuery, AJAX, Select2, Parsley) and Bootstrap.				
		10.2017	Snake Game github.com/yavuzkoca/Snake Snake Game has been written using <b>PyGame</b> Library.			

	02.2018- 06.2018 Ralli writt was	Ralli Türk  Ralli Türk is an online cross platform driving game that written in Unity. As database we used Google's Firebase. I was in charge of building the admin panel and database procedures.				
	I attended some algorithmic competition courses and competitions. In these, I used C++ language in general and improved myself with algorithms. Also I built <b>Domjudge System</b> to server for <b>IEEE ITU Yazılım Maratonu '18</b> which is the biggest competitive programming challenge in Turkey.					
ALGORITHM	Courses	<ul><li>02.2016 IEEExtreme Turkey Algorithm Camp</li><li>10.2017 Inzva Algorithmic Competition Camp</li></ul>				
	Competitions	01.2017 Yazılım Maratonu (Rank. 43/300+) 05.2017 Google Hash Code (Rank. 1546/5000+) 10.2017 IEEExtreme Algorithm (Rank. 15/60+)				