




Yavuz Koca

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## ABOUT ME

 Istanbul Technical Uni., Computer Eng., 4rd Grade, 2.53 GPA

 Kağıthane, Istanbul / Turkey

 Vice Chairman of Computer Society in IEEE ITU Student Branch

## EXPERIENCE

07.2018-10.2018 **Backend-Developer** [mobimyazilim.com](http://mobimyazilim.com)

As an intern, I have designed the **RESTful API** for the mobile application and adding features for the app using **Kotlin** language.

01.2018-06.2018 **Web-Developer** <http://www.embdlab.com/>

I organized the web parts of the projects in Embd Lab. In general, I used **PHP (Laravel)** and some **JS libraries**.

## PERSONAL SKILLS

	Strong	Other
<b>Languages:</b>	PHP, C, C++, Python, JavaScript	MySQL, C#, Matlab, Kotlin, PostgreSQL
<b>Frameworks&amp;Libraries:</b>	Laravel, VueJS, Flask, Bootstrap, JQuery	React Native, NodeJS, Vuetify, OpenGL, PyGame
<b>Other Technologies:</b>	GraphQL, AJAX, Git, Vagrant, Composer	Unity, Firebase

## PROJECTS

09.2016-05.2017 **Web-Blog** [github.com/yavuzkoca/yavuzunBlogu](https://github.com/yavuzkoca/yavuzunBlogu)  
I built my own web-site using **PHP** language.

07.2017-09.2017 **Not Kutusu** [notkutusu.com](http://notkutusu.com)  
Not Kutusu is an archive 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](https://github.com/yavuzkoca/Snake)  
Snake Game has been written using **PyGame** Library.

	<b>Ralli Türk</b>	
	02.2018-06.2018	Ralli Türk is an online cross platform driving game that written in <b>Unity</b> . As database we used Google's <b>Firebase</b> . I was in charge of building the admin panel and database procedures.
	<b>Petek</b> <a href="https://itucsdb1823.herokuapp.com/">itucsdb1823.herokuapp.com/</a>	
	09.2018-12.2018	For school project (DBMS), we developed a website using <b>Python</b> 's <b>Flask</b> framework. Since using any ORM was forbidden in purpose of learning DB, we developed our own ORM with using <b>OOP</b> standards. For the frontend side, <b>VueJS</b> and <b>Vuetify</b> frameworks have been used as well as <b>Vuex</b> , <b>JWT</b> , <b>Axios</b> and other technologies. <a href="#">Source Code</a>
<b>ALGORITHM</b>	I attended some algorithmic competition courses and competitions. In these, I used <b>C++</b> 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.	
	<b>Courses</b>	<div>02.2016</div> <div>10.2017</div> <div>IEEEExtreme Turkey Algorithm Camp</div> <div>Inzva Algorithmic Competition Camp</div>
	<b>Competitions</b>	<div>01.2017</div> <div>05.2017</div> <div>10.2017</div> <div>Yazılım Maratonu (Rank. 43/300+)</div> <div>Google Hash Code (Rank. 1546/5000+)</div> <div>IEEEExtreme Algorithm (Rank. 15/60+)</div>