Osman Yiğit Uygun

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Skills

Programming Languages: Java (OOP, Collections, JDBC API), JavaScript (DOM manipulation, async/await), C, PL/SQL
Frameworks: Express.js, Tailwind CSS
Tools: Maven, Flyway, Git & GitHub, Oracle SQL Developer, MySQL Workbench, Linux, Docker (basic)

Education

İhsan Doğramacı Bilkent University, Ankara   Class of 2028
B.S., Information Systems and Technologies, CGPA: 3.90/4.00

- **Software Engineering focused - *Coursework:*** Data Structures & Algorithms; Discrete & Technical Maths; Object Oriented Programming, Analysis and Design; DBMS; Linux Fundamentals; Computer Networks; Backend and Frontend Development

Metropolia University of Applied Sciences, Helsinki   Aug 2025 - Aug 2025
ICT Summer School

- ***Coursework:*** Understanding Game Backend; Introduction to Machine Learning
- Completed all courses, broadening my technical perspective in backend of software development, design processes, and machine learning.

Darüşşafaka High School, Istanbul   Sept 2016 - June 2024
Valedictorian in High School, GPA: 97.03/100

- Graduated as the **top student** in high school, developing strong discipline, time management, and broad academic knowledge.
- Selected for the TUM.ai Makeathon hosted by the Technical University of Munich; collaborated in an international team of four, enhancing cross-cultural communication and technical problem-solving skills.

Experience

Google AI & Technology Academy, Online   Dec 2025 - Present
AI Trainee

- Selected as a scholar in the Yapay Zeka ve Teknoloji Akademisi - AI Track, an 8-month program covering **LLMs, FastAPI, version control systems**, and **project management**, including P2P learning sessions, bootcamps and hackathons.

İhsan Doğramacı Bilkent University, Ankara   Oct 2025 - Present
Undergraduate Teaching Assistant

- **Assisted** students during lab sessions for **Introduction to Programming with C** (CTIS 151) in Fall semester.
- **Instructing** students during lab sessions for **Data Structures & Algorithms** (CTIS 152) in Spring semester, strengthening my foundation in programming, teaching and communication skills.

Freelance, Hybrid   Aug 2024 - Present
Private Tutor

- **Tutoring** and **mentoring** high school and university students in mathematics, science, and programming courses such as **C** and **Python** across different universities. Serving as a tutor for university-level courses in collaboration with Pi-Course, an Ankara-based educational organization.

Project Work

- **AROS Loot Shop (2025):** Designed a **UML class diagram** and implemented an in-game loot shop system using **Java** and **Swing**, applying OOP principles, collections, and modular design. Followed **MVC-based architecture** to separate game logic, user interface, and user input. Collaborated in a team environment using **Git/GitHub**.
- **Simple TODO App (2025):** Implemented a CRUD-based backend TODO application using Java and **JDBC API** with a file-based **H2 database**. Implemented persistent storage and manual **SQL** queries through a simple DAO layer.
- **Personal Portfolio Website (2025):** Built a responsive portfolio website using **JavaScript** with **Next.js**, **React** and **Tailwind CSS**. Deployed on Vercel with custom domain. Applied component-based architecture, SEO basics and Git-based version control.
- **Tile-Clicking Game (2025):** Developed an interactive browser-based game using **HTML**, **CSS**, and **JavaScript**, focusing on gameplay mechanics, user interaction, and UI design. Implemented game logic, event handling, and dynamic DOM updates.
- **AI-Based Garbage Detection (2023):** Developed an AI-based program to classify garbage containers as empty or dirty using **YOLOv3** and **OpenCV**. Created custom datasets (manual + Kaggle). **Ranked 2nd** among 50+ high schools in MEF AI Competition.

Awards and Certificates

- Amazon University Engagement Program 2025 – SDE Track – Frontend, Backend, DevOps
- 2nd in MEF High School Artificial Intelligence Competition
- Foundations of Project Management, Google Coursera