

# 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

## Education

### İhsan Doğramacı Bilkent University, Ankara

Sept 2024 - June 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; The Engineering Design Process; Introduction to Machine Learning
- Completed all courses, broadening my technical perspective in backend side of game development, design processes, and machine learning.

### Darüşşafaka High School, İstanbul

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

- In English, instructing, aiding and supporting students taking Introduction to Programming with C (CTIS151) in practical lab sessions at Bilkent University, strengthening my teaching skills whilst reinforcing my own programming foundations.

### 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.

## Project Work

- [AROS Loot Shop \(2025\)](#)**: Designed 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 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
- 2<sup>nd</sup> in MEF High School Artificial Intelligence Competition
- Foundations of Project Management, Google Coursera