

# Yusuf Avci

Computer Engineering Senior Student



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<https://github.com/yusufavci99>

## WORK EXPERIENCE

### NETAS, Ankara — Software Engineering Intern

July 8, 2019 - September 13, 2019

Contributed to a government project about the management of companies using the Spring framework.

- Wrote integration tests for repository modules with high coverage and caught critical bugs in scheduling and authorizations.
- Created report generators with JasperReports and Java which were used to generate custom pdf reports which contain client information.

### Online Project Internship With [Eray Tüzün](#) (Faculty Member)

July 9, 2020 - August 26, 2020

Designed and implemented a code review serious game used to teach authors' role in code review to the students of OOP course of Bilkent University.

- Used JS, Ace Editor Library, Judge0 API, Ajax, Firebase.

## EDUCATION

### Bilkent University, Ankara — B.S Student

September 2017 - Continuing

GPA: 3.16

## PROJECTS

### Catan — LAN Multiplayer strategy game.

<https://github.com/yigitgorgulu/CS319-2E-CA>

Made a computer adaptation of Catan game as a group of five for Object-Oriented Software Engineering class. Worked with Sockets and Threads. Mainly wrote the networking part.

### Checkers — AI-powered Computer Checkers (Turkish) game

<https://github.com/yusufavci99/TurkishCheckers>

Created a Swing checkers game. Wrote a basic minimax algorithm to implement a basic AI. Playable squares are highlighted when clicked on a piece. Therefore, It is easy to use.

### TSU — Travel Survival Unit

<https://github.com/Artunn/TravelSurvivalUnit>

Made an Android application for travel help as a group of six. The program has trivia about countries, a flexible dictionary, world clocks. Gained experience in deployment and improving Android cross-device compatibility.

## OTHER PROJECTS

Paper Language - Parser for a language designed as a group of 3 via Yacc and Lex.

Combining Game - <https://github.com/yusufavci99/combiningGame>

A game in which you can combine elements to create new elements. Features a game editor.

## SKILLS

### Programming Languages

**Proficient** - Java, C#, C++

**Intermediate** - CSS, HTML, JavaScript, Python, MIPS Assembly

**Familiar** - Dart, PHP, Perl, SystemVerilog, Scheme

### Frameworks

Spring (Used in internship), LibGDX, Unity, Django

### Testing and Deployment

Git, Selenium, Jenkins, JUnit, Maven, Gradle

### Design

**Basic** - Adobe Photoshop

### Languages

English - Proficient

Turkish - Native

German - Beginner

### Personal Interests

Parkour & Freerunning, Guitar, History, Philosophy, AI

### Social Activities

Vice president of Bilkent Parkour Club.