Yusuf Avcı
Computer Science Graduate

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EXPERIENCE

NETAS, Ankara — *Software Engineering Intern*

July 8, 2019 - September 13, 2019

Contributed to a government project about corporate management. Experienced working in a big project as a team.
- Used Spring Framework, JPA, Git, JIRA.
- Wrote integration tests, implemented some complex database queries.
- Used Scrum methodology (scrum meetings, story points, sprints).

Bilkent BILSEN Lab — Project Internship

July 9, 2020 - August 26, 2020

Designed and implemented a code review serious game used to teach the code review process to the OOP course students of Bilkent University.
- Used JS, Ace Editor Library, Judge0 API, Ajax, Firebase.

EDUCATION

Bilkent University, Ankara — *B.S*

September 2017 – June 2021

GPA: 3.21

PROJECTS

See my all projects at https://yusufavci99.github.io/projects/

AugCards — *AR Card Game Creation Tool (Senior Project)*

https://augcards.github.io/

Created a tool in which card game designers can create their own card games with their own rules. Features a visual scripting interface and allow creating AR multiplayer card games. Worked as a 6 people group. Did iterative development.

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 worked on 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 an AI. It's easy to use.

OTHER PROJECTS

Various WebGL Projects – Used WebGL to create animations and try ray casting.
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.
Gyroscope Game - https://github.com/yusufavci99/gyroscope-game
An android demo made with unity which you can roll a ball by tilting a phone.

SKILLS

Programming Languages

Proficient - Java, C#, C++, JavaScript, Python, HTML
Intermediate – CSS, MIPS Assembly, C
Familiar - PHP, Perl, SystemVerilog

Frameworks

NodeJs, WebGL, Unity, JavaFX, ReactJS, Spring

Testing and Deployment

Git, Selenium, Jenkins, JUnit, Maven, Gradle, Jest

Design

Adobe Photoshop, Adobe XD, Krita, Figma

Languages

English - Proficient
Turkish - Native
German, Japanese – Beginner

Personal Interests

Parkour & Freerunning, Guitar, History, Philosophy, AI, Learning Languages

Social Activities

Former vice president of Bilkent Parkour Club

Achievements

Merit Scholarship in my Senior Year.