

Abdullah Burhan Ogutalan

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Objective

A motivated individual with in-depth knowledge of languages and development tools, seeking a position in a growth-oriented company where I can use my skills to the advantage of the company while having the scope to develop my own skills by pursuing my degree in Software Engineering.

Education

2020–Current **University of Guelph - Minor in Mathematics** 

2019–Current **University of Guelph - BSc in Software Engineering** , *Transferred Student.*

2016–2018 **Dokuz Eylul University - BSc in Computer Engineering** 

Skills

Programming Languages C/C#, Python, Java, Basic Kotlin

Web Technologies HTML, CSS, Javascript, jQuery/Ajax, Node.js, React, Gatsby, Netlify CMS, Bootstrap

Frameworks React Native, Flask, Junit, JavaFx, Express.js

Tools & Technologies Firebase, Github/GitLab, UI/UX, Trello, Stack

DOM¹ MySQL , PostgreSQL, GraphQL, SQLite

Algorithms Brute force and exhaustive search, Divide and conquer, Decrease and conquer, Transform and conquer, Space and time trade-offs, recurrences, greedy algorithms, dynamic programming, NP-completeness

Data Structures Arrays, Stacks, Queues, Linked Lists, Trees, Graphs, Hash Tables

SSDI² Data XML, the C tool chain, makefiles, creating libraries, lists, searching with predicates, valgrind, advanced C programming, defensive programming, testing, scripting languages, JavaScript, Node.js, Introduction to web programming, Web server basics, Integrating JavaScript with C, Databases and MySQL

Operating Systems Windows, Linux, MacOS, Android / IOS

Experience

March 2020 – **Web Designer**, MOMLINKS CANADA *Mississauga, Canada*.

- Current
 - Revamping an html coded website to a react app.
 - Developed a content management system on Netlify CMS with the help of gatsby framework.

January – **Android Developer**, MIZMER *Istanbul, Turkey*.

- April 2018
 - Contributing IT team of the company as an android programmer.
 - Integrating the updated requirements.

Sep 2016– **Computer Support Specialist**, DEPARTMENT OF IT *Izmir, Turkey*.

- May 2017
 - Supporting computer networks by testing and evaluating network systems and ensuring that the day-to-day operations work
 - Executing technological process of the university labs.
 - Troubleshooting technical computer problems.

¹Data Organization and Management

²Software Systems Development and Integration

Projects

SVG Parser, JavaScript and C.

- Created a web-based graphical user interface (GUI) for a simple image database that displays SVG images, and gives users some ability to manipulate them.
- The front end is written in the de-facto standard of modern Web graphical user interfaces - HTML/JavaScript with the jQuery library.
- The backend uses Node.js platform and calls a parser library that I created in C, using the FFI-NAPI Node.js module.
- Practiced Defensive Programming as validating user input, and explicitly reporting errors to the user using alert message.
- The server code is written in JavaScript and executed using Node.js platform. The Web Client calls server routes using HTTP GET requests. The server interfaces with the C library that I created through strings in JSON format: server passes JSON-encoded strings to the C functions calls, and gets JSON-encoded strings as a result. Server passes the JSON to the client, which converts it into an HTML table.
- Added a UI panel for various database activities. Created tables in a SQL database.
- Added connectivity to a MySQL database.

Dungeon Master, Java.

- Developed a java project with Object Oriented Programming principles that adhere to single responsibility principle.
- Created a graphical user interface with JavaFX libraries.

Hockatmethic, Java, Android.

- Developed an Android program which is similar to XOX game. The only difference is the user wins if and only if there's a tie between player X and player O.
- The user controls the computer(X&O). However, nobody could have beaten the computer in level 5 yet.

Energy Maze, Java.

- Developed a maze game, in which energy items are being collected to survive. Created a basic AI for computer to challenge the user in the game.
- Learned how to co-operate with team members in a project.

Key Courses

-> *Software Systems Development and Integration, Operating Systems, The Analysis and Design of Computer Algorithms, Software Design, OOP(Object Oriented Programming), Computer Architecture, Data Organization and Management, Numerical Analysis, Data Structures, Digital Logic and Design, Discrete Computational Structures, Project Based Learning I&II, Algorithms and Programming I&II, Engineering Ethics, Effective Communication in Engineering, Object Oriented Analysis and Design, Probability and Statistics, Differential Equations, Introduction to Computer Engineering, Linear Algebra, Physics and Calculus*