



SEBAHATTİN ONUR ÖZLER

Computer Science Student

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A third year student who is looking for internship opportunities in summer. Interested in Game Technologies, Mobile and Backend Development. Looking for a company in abroad to improve my sectoral skills as well as communication skills.

EXPERIENCE

RESEARCH & DEVELOPMENT INTERN : Netaş Telecommunications (Istanbul, Turkey)

Cyber Security Solutions – Data Analyst & Researcher (Feb 2019 – present)

- Member of Project about Large Scale Flow Analysis for Advanced Persistent Threat.
- Setting up Discrete Event Simulation with Python Simpy library for obtaining APT data.
- Researching about Machine Learning Techniques, Classification – SVMs.
- Using Jupyter Notebook - Python for setting & fitting Customized Kernel into One Class SVM to detect APTs.

SOFTWARE DEVELOPMENT INTERN : Logo Business Solutions (Ankara, Turkey)

Java Team – Software Tester (Jun 2018 – Jul 2018)

- Helped to increase testing results by keeping coverage of tests above %80 using junit Test.
- Used Mockito framework for Unit tests.
- Examined Spring Framework and tested annotations made by Company.
- Examined Vaadin Framework, its components and did integration tests by using Vaadin Test Bench.

EDUCATION

BACHELOR OF SCIENCE : Bilkent University (Ankara, Turkey)

Computer Technology & Information Systems, www.ctis.bilkent.edu.tr

2015 – 2020

- High Honor Student, CGPA 3.54/4.00
- ACM Bilkent Chapter, Banner Designer and Event Organizer
- Bilkent Music Club, Bilkent Rock Team and Event Organizer

EXCHANGE PROGRAM : Waterford Institute of Technology (Waterford, Ireland)

Computing & Science

Sep 2018 – Jan 2019

- Improved English Language Skills & Communications skills with People from all around the World.
- Taken 4 Computer related courses as follows:
 - 1-) Mobile App Development (Kotlin, Android KTX, MVP Architecture, Firebase)
 - 2-) Mobile Game Development (Swift, SpriteKit)
 - 3-) Introduction C++ for Games (C++, SFML)
 - 4-) Digital Media Programming (Express.js, REST API, Lodash)

SKILLS

PROGRAMMING LANGUAGES

- Java, C#
(Competent)
- C, Kotlin, Python
(Comfortable)
- JavaScript, C++
(Intermediate)

SECTORAL KNOWLEDGES

- Backend Dev (Node.js, Spring)
- Unit & Integration Test
- Software Design Patterns
- Agile Scrum
- Component Based Arch.
- MVC – MVP Arch.
- Object Relational Mapping
(JPA - Hibernate)

GAME ENGINES

- Unity 3D (Competent)

IDE & TOOLS

- Android Studio (Comfortable)
- IntelliJ (Comfortable)
- Jupyter Notebook (Intermediate)

LANGUAGE

- Turkish (Native)
- English (C1)

PORTFOLIO:

www.sebahattinonurozler.com/portfolio/