Rebah Ozkoc

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EDUCATION

University of Twente   Enschede, NL | *Feb. 2024–June 2024*
B.S. Erasmus+ Exchange Program

Sabanci University   Istanbul, TR | *Sep. 2020–June 2024*
B.S. Computer Science and Engineering
- *CGPA*: **3.89 / 4.00**
- *Honors*: Received Sakip Sabanci Outstanding Success Scholarship
  (a full tuition waiver, a monthly stipend, and free accommodation in double room dormitories)

Hacettepe University   Ankara, TR | *Sep. 2018–June 2020*
B.S. Computer Engineering
- Studied preparatory and freshman years.
- Transferred to Sabanci University for enhanced educational opportunities and the Sakip Sabanci Outstanding Success Scholarship

Meram Fen Science High School   Konya, TR | *Sep. 2014–June 2018*
- Scored in the top 0.1 percentile in the high school exam in Turkey.
- Ranked **177th** among 1,500,000+ students (0.0002 percentile) in National University Entrance Exam (YKS 2020)

EXPERIENCE

Layermark   Washington, D.C. | *Nov. 2022 – Now (Remote)*
Back-end Engineer (Part-time)
- Worked on backend services with **Spring Boot, PostgreSQL, Java,** and **Elastic Search** and created a variety of entities and backend services.
- Worked on the backend admin user interface with **Vaadin** in Java and Spring Boot.
- Reduced one of the admin panel page's memory usage on the server by up to 90%

General Electric – Digital   Kocaeli, TR | *July 2022 – Nov. 2022 (Remote)*
Software Engineer Intern / Co-Op
- Worked in the live migration team of the Asset Transfer System product of GE Aviation
- Developed new REST endpoints with Kotlin and Spring Boot.
- Created a messaging system between two services with RabbitMQ.
- Created unit tests and integration tests for newly developed endpoints and functions.

Sabanci University   Istanbul, TR | *Feb. 2022 – June 2023*
Advanced Programming Course, Software Engineering Course - Learning Assistant
- Worked as an assistant on the Advanced Programming course, helped students with assignments, and held weekly office hours for a semester.
- Assisted a few student groups in their software engineering projects as a product owner and taught Scrum basics and software development tools such as Jira and GitHub for a semester.

Appcent   Istanbul, TR | *Feb 2021 – Feb 2021 (Remote)*
Software Engineer Intern
- Developed an Android application which organizes the daily tasks of the user. **Repo Link**

Acikkaynak Yazilim   Ankara, TR | *Nov. 2019 – Jan 2020*
Software Engineer Intern
- Built an open-source project for LibreOffice Macros with **Python** and wrote a starter guide which has been viewed **15,000+** times on Medium. **Repository Link**

RESEARCH EXPERIENCE

Indoor GPS Positioning – PURE (Program for Undergraduate Research)   Istanbul, TR | *June 2023 – Sep. 2023*
- Developed software for an indoor positioning system using MATLAB which aims to have a high precision locating inside the buildings.

Relative Testing – ENS 491/92 Graduation Project   **Istanbul, TR |** *Jan 2023 – Current*
- Developing a concolic (symbolic and concrete) execution-based automatic grading tool in Python for grading assignments at Sabanci University.
- Generating automated test cases for the given correct implementation. Using the test cases generated for the correct implementation, checking the correctness of the candidate implementations.

SABUN Scraper – VERIM Sabanci University   **Istanbul, TR |** *Aug 2021 – June 2022*
- Created a data pipeline by Python and Selenium that parses data from various news websites for a project on Natural Language Processing.

PROJECTS

Socket Programming Project   **Repository Link**

Developed a multi-player question answering game utilizing server-client architecture with C# with 4 teammates.

Twitter Bot Account Classifier   **Colab Notebook**

Developed a machine learning model for distinguishing between human and bot Twitter accounts, and detecting whether a tweet is political or not with a teammate.

Sabancitalks – Social Media Mobile Application   **Repository Link**

Created a fully functional social media mobile application with three teammates using Flutter and Firebase.

Voidture – E-Commerce Platform   **Repository Link**

Created a fully functional e-commerce platform using **React.js**, **FastAPI** and **Flutter** with six teammates under the Software Engineering course. I was responsible from the front-end.

Bicycle Rental Number Predictor   **Colab Notebook**

Created a project with four teammates to predict bicycle rental numbers from the weather forecast and seasonal information using a machine learning model.

COMPETITIONS

(2023) – Peak Games Unithon

Co-developed a mobile game like Candy Crush Saga using Unity in 48 hours.

(2022) – ITU ACM Algocomp' 22

Ranked **15th** with my team **among 300+ teams** in this competitive algorithm competition.

(2020) – Google Hash Code
Ranked **2nd** in Hacettepe University with my team in this engineering competition.

(2019) – Codemaster OBSS

Ranked **4th** in Hacettepe University and won prize money in this competitive algorithm competition.

SKILLS

Programming Languages: Java, Python, C++, JavaScript, Typescript

Frameworks & Libraries: Spring Boot, React.js, Angular

Concepts & Methodologies: Data Structures, Algorithms, Object-Oriented Design, Machine Learning, Database Design

Tools & Technologies: SQL, Git, Unity

Languages: English (C1), Turkish (Native)

REFERENCES

References available upon request