

SERVET GULNAROGLU

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Education

Bilkent University Bachelor's Degree, Computer Science

Sept 2019 - Jun 2024 (Expected)

- Junior Student
- **Courses:** Operating Systems, Database Systems, Computer Organization, Digital Design, Fundamental Structures of Computer Science I & II, Algorithms and Programming I & II

Socials

servetg.com Portfolio
youtube.com/servetg A coding channel with +90k subscribers and +8m views
leetcode.com/servetg
github.com/servetgulnaroglu
linkedin.com/servetgulnaroglu

Skills

Languages: C++, MIPS Assembly, Javascript, C#, C, Python, Java, System Verilog, SQL
Technologies: React.js, Next.js, Node.js, Git, Unity3D, Blender, MongoDB, Linux, MVC design pattern, VIM, Firebase, MarlinOS,

Professional Experience

Pyde Technologies

SWE Intern

London

July 2022 - September 2022

- Working on the SmartIV project
- Implemented pages of SmartIV app using Swift and Kotlin

AlgoritiX Corporation

Part-time Software Developer (Remote)

State of Maryland

Feb 2022 - Ongoing

- Working on the CodeAPeel-RISCV project
- Implementing RISC-V instructions using Java

Bilkent University

Python Tutor

Ankara, Turkey

Oct 2021 - Jan 2022

- Helped 60 students on their lab assignments
- Taught Python to students at Bilkent University

Certificates

Introduction to Object Oriented Programming in Java [see](#)
Complete C# Unity Game Developer 2D [see](#)

Personal Projects

Game: Sci Run [play store](#)

Ongoing

- An educational game to teach children how they should take action about Covid
- A mad scientist is working on a different virus but something goes wrong and the scientist

begins to rush behind of that dissapointment to save the humanity that suddenly falls under his responsibility!

- Used languages and frameworks: C#, Unity, Blender, Firebase

Game: Rocket Lander 3D [play store](#)

Feb 2021

- A game that I developed by myself.
- Used languages and frameworks: C#, Unity, Blender

Mobile App: BilStop

Dec 2020

- An online hitchhiking app
- This application is designed to make hitchhiking easier. Users can see other users on the map and can send requests each other to join their trip. By this way, they will know the perfect time and the spot to wait.
- Designed database
- Made database connection between the views and the server
- Integrated Google Maps Routes to the app
- Used languages and frameworks: Java, Android Studio, XML, Firebase Firestore, Firebase Database, Google Maps

Game: Slice That [app store](#) [play store](#)

Dec 2021

- A fruit ninja clone
- Climbing your way to becoming the best-known gamer in Slice That; Complete missions, use special powers equipped with different mechanics, and above all, stay alive!
- Used languages and frameworks: C#, Unity, Blender, Firebase

Game: Multiplayer Machine Game [See project](#) [source code](#)

Jan 2021

- You have a machine that can fire. Kill your enemies, improve your weapons. A funny time wasting game!
- An online game on web platform
- Used languages and frameworks: socket.io, JavaScript, Node.js, HTML, CSS

Web App: Electric Vehicles [See Project](#)

Aug 2021

- A complete overview of all electric vehicles in Europe. Search and compare by range, make, model and price.
- Copied 120k rows of the data from a database of electric vehicles by using web scrapping.
- Used languages and frameworks: JavaScript, React.js, Next.js, HTML, CSS, Node.js

Web App: Personal Page [servetg.com](#)

Jan 2021

- A webpage that shows my projects and blogs.
- Used languages and frameworks: JavaScript, React.js, Node.js, HTML, CSS, Firebase.

Web App: Ozsahinler Landing Page [ozsahinler.com.tr](#)

Feb 2022

- One of my freelance works
- Landing page of a saw company
- Used languages and frameworks: JavaScript, React.js, Node.js, HTML, CSS, Firebase.

Accomplishments

University Enterance Exam

Jun 2019

- Ranked %0.01 (3578th out of 2 million students) at math and science subjects