

Omar B. Ozgur

Software Engineer

Contact



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Languages

C++ / C / C# / Python / Swift /
JavaScript / HTML / CSS

Tools

Terminal / Bash / Git / Vim /
Sublime Text / XCode / Sketch /
Unity Game Engine / Blender /
Mac OS / Linux

Awards

3rd place at LA Hacks 2016
Best wearable at Tree Hacks 2016
Top 5 at IDEA Hacks 2016
Top 5 at Cal Hacks 2015
Top 5 at SD Hacks 2015

Groups

Tau Beta Pi Honor Society
Upsilon Pi Epsilon Honor Society
Association for Computing Machinery
Bruin Entrepreneurs

Education

UCLA

2014 - Present

B.S. Computer Science

- GPA: 3.87
- Computer Science Courses: Algorithms and Complexity, Networks, Programming Languages, Scalable Internet Services, Operating Systems, Digital Design Lab, Computer Graphics, AI Playing Games, Software Construction Lab, Computer Organization, Logic Design of Digital Systems, C.S. Foundations

Experience

LinkedIn

Summer 2016

Software Engineering Intern

- Developed, documented, and released new iOS features, including enhanced push notifications, iOS 10 extensions, and mobile audio capabilities.
- Collaborated with team members daily to promote growth of the messaging platform by analyzing trends and working to boost relevant metrics.

Daily Bruin

Oct. 2015 - Present

Web Developer

- Created a variety of websites that support thousands of students at UCLA.
- Recently helped with a full redesign of the Spectrum photo gallery, which hosts hundreds of photos and captions from photographers at UCLA.

Top Projects

Hashcam

- Collaborated with developers and designers to create an iOS app where users can upload, comment, and vote on pictures in various challenge categories.
- Leveraged the Alamofire networking library to communicate with a remote backend.
- Utilized the Facebook SDK for login, and for allowing users to connect with friends.

Alexa MD

- Leveraged the Amazon Echo API to relay specific commands to a remote database.
- Utilized voice data to configure VR simulations that were controlled by an Oculus Rift and Leap Motion device.

Lighthouse

- Developed Ruby on Rails backend for a location-based iOS safety app.
- Utilized JavaScript libraries such as Skrollr, Slick, and Waypoints to construct a unique landing page.

Games

- Built and released 4 iOS and Android games that have attracted thousands of users.
- Utilized C# and JavaScript along with the Unity game engine to incorporate unique mechanics and powerful plugins.