

Osman Yiğit Uygun

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Skills

Programming Languages: Java, C, JavaScript (DOM, Events), PL/SQL

Tools/Frameworks: Git & GitHub, Oracle SQL Developer, Flyway, Maven

Education

İhsan Doğramacı Bilkent University, Ankara

Sept 2024 - June 2028

B.S., Information Systems and Technologies, CGPA: 3.90/4.00

- Software Engineering focused - *Coursework:* Data Structures & Algorithms; Discrete & Technical Maths; Object Oriented Programming, Analysis and Design; DBMS; Linux Fundamentals; Computer Networks; Backend and Frontend Development

Metropolia University of Applied Sciences, Helsinki

Aug 2025 - Aug 2025

ICT Summer School

- Coursework:* Understanding Game Backend; The Engineering Design Process; Introduction to Machine Learning
- Completed all courses, broadening my technical perspective in backend side of game development, design processes, and machine learning.

Darüşşafaka High School, İstanbul

Sept 2016 - June 2024

Valedictorian in High School, GPA: 97.03/100

- Graduated as the top student in high school, developing strong discipline, time management, and broad academic knowledge.
- Selected for the TUM.ai Makeathon hosted by the Technical University of Munich; collaborated in an international team of four, enhancing cross-cultural communication and technical problem-solving skills.

Experience

Google AI & Technology Academy, Online

Dec 2025 - Present

AI Trainee

- Selected as a scholar in the Yapay Zeka ve Teknoloji Akademisi - AI Track, an 8-month program covering LLMs, FastAPI, version control systems, and project management, including P2P learning sessions, bootcamps and hackathons.

İhsan Doğramacı Bilkent University, Ankara

Oct 2025 - Present

Undergraduate Teaching Assistant

- In English, instructing, aiding and supporting students taking Introduction to Programming with C (CTIS151) in practical lab sessions at Bilkent University, strengthening my teaching skills whilst reinforcing my own programming foundations.

Freelance, Hybrid

Aug 2024 - Present

Private Tutor

- Tutoring and mentoring high school and university students in mathematics, science, and programming courses.

Project Work

- [AROS Loot Shop \(2025\)](#)**: Designed and implemented an in-game loot shop system using Java and Swing, applying OOP principles, collections, and modular design. Followed MVC-based architecture to separate game logic, user interface and user input. Collaborated in a team environment using Git/GitHub. Currently learning JDBC to implement database access instead of using in-memory collections.
- [Tile-Clicking Game \(2025\)](#)**: Developed an interactive browser-based game using HTML, CSS, and JavaScript, focusing on gameplay mechanics, user interaction, and UI design. Implemented game logic, event handling, and dynamic DOM updates.
- [Garbage Detection with AI \(2023\)](#)**: Developed an AI-based program to classify garbage containers as empty or dirty using YOLOv3 and OpenCV. Created custom datasets (manual + Kaggle). Ranked 2nd among 50+ high schools in MEF AI Competition.
- Additional projects available on [GitHub](https://github.com/osmanyigituygun)

Awards and Certificates

- Amazon University Engagement Program 2025 – SDE Track – Frontend, Backend, DevOps
- 2nd in MEF High School Artificial Intelligence Competition
- Foundations of Project Management, Google Coursera