Yavuz Selim Yeşilyurt

Software Engineer

*A highly self-motivated Software Engineer. Eager to learn
and apply extensive practices in the fields of Software
Development & Computer Science.*

Education

2016-2020   **Bachelor's Degree**, *Middle East Technical University*, Ankara, CGPA: 3.25.
Computer Engineering

Experience

Oct. 2020 - Present   **Software Engineer**, Picus Security Inc., *Ankara Turkey*.

July 2020 - Oct 2020   **Software Engineer**, Token Financial Technologies Inc., *Ankara Turkey*.

Oct. 2019 - July 2020   **Part-Time Software Engineer**, Arcelik Global/Token FT, *Ankara Turkey*.
- Full Stack Software Engineer in e-Document Project
  - Worked in a team that is developing a multi-module platform in fintech domain.
  - Developed modules including backend, frontend and database layer.
  - Developed REST APIs using Spring (Boot, Data, Security) Framework.
  - Developed a Single Page Application using React.js and Redux.
  - Experienced REDIS as a caching infrastructure, RabbitMQ as a message broker and Docker for the containerization of services for On-Premises Environments.

June 2019 - Sept. 2019   **Intern**, Comodo Cybersecurity, *Ankara Turkey*.
- Full Stack Software Engineer in CWatch-Network Project
  - Worked in a Cloud/Big Data Analysis project in cybersecurity domain which is developed by 2 development teams with Scrum.
  - Developed Backend solutions in a microservices architecture with REST APIs developed using Spring Boot and managed with Netflix OSS Services.
  - Experienced AWS platform and practiced its S3, SQS, RDS, EC2 and ElasticSearch.
  - Practiced ORM with JPA Hibernate and Spring Data.
  - Developed Frontend solutions using Vue.js and Angular.js.

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June 2018 -
Aug. 2018
	Intern, Özgür Yazılım Inc., *Ankara Turkey*.
	○ Linux System Management & DevOps
	   - Experienced Web Server technologies on both real and virtual servers; experienced tools such as Jenkins, Redmine, Vagrant and Docker also protocols such as LDAP.
	   - Practiced installations and configurations of LAMP servers also experienced setting up proxy and reverse-proxy servers on nginx.
	   - Developed a comprehensive automation bash script collection which automatically gets virtual development platform ready for web developers in a Vagrant machine.

SkillSet

Programming Languages	Python, Java, C/C++, JavaScript

Technologies	○ Backend: Spring (Boot, MVC, Data, Security, Hateoas), JPA Hibernate, Django, REDIS, RabbitMQ.
	○ Frontend:
	   - Web: React.js, Redux, Axios.js, Material UI, Vue.js
	   - Mobile: Android
	   - Desktop: JavaFX, JFoenix

DBMS	MySQL, PostgreSQL, OracleDB, Sqlite3
DevOps	Docker, Vagrant, Jenkins, Maven, Git, Bash Scripting

Projects & Studies

VipAssistant	A smart Indoor Navigation Assistant that is powered by Bluetooth Low Energy and specialized for visually impaired people. This is my senior year project at METU which is ranked 3rd Place in *METU/CENG Demoday2020*. Created a developer team of 3 people and lead the team with a Scrum-like framework. Designed and developed modules including backend infrastructure (Containerized Spring Boot in On-Premises Environment), mobile plaftorm (Android) and 3D Mapping (QGIS) infrastructure. For further information; project is present as a GitHub organization.
LogWatcher	A Real-Time Log Watch Tool with Custom Filtering, developed using syslog-rfc5424-parser and websocket libraries of Python, Django on backend, jQuery on frontend and tested with Python's unittest framework. The app is capable of applying CRUD operations on filtering rules and displaying filtered logs in real-time from multiple sources. For further information; project is present in my GitHub profile.
CoronaKiller	An online and multiplayer 2D virus shooting game which lets you find your way up to CoronaVirus King by facing some harsh levels as a singleplayer and then lets you defeat the king with matchmaking in multiplayer mode. Game backend is designed & developed using Spring Boot, MVC, Data, Security Frameworks and tested with JUnit. The frontend is developed as a GUI using JavaFX, JFoenix and with Spring Boot. For real-time multiplayer infrastructure of the game, a Peer-to-Peer Architecture is implemented using TCP Sockets. For further information project is present in my GitHub profile.

Certificates

Dec. 2019	IBM Developer - Introduction to Microservices with IBM Cloud
May 2018	METU CEC - MCNA Network

Languages

Turkish	Native
English	Fluent