

MUSTAFA ARINMIŞ

Software Developer

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📍 Antalya, Türkiye

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EXPERIENCE

Software Software Developer

P.I. Works

📅 Oct 2023 - Ongoing

📍 Remote, Istanbul, Türkiye

After my internship, I started as a Full-Stack Software Developer at P.I. Works. Now I am developing new features, increasing unit test coverage, and refactoring code smells for an **Angular-.NET** enterprise telco project [Experia](#).

Software Developer Intern

P.I. Works

📅 Jul 2023 - Sep 2023

📍 Remote, Istanbul, Türkiye

During the internship, I had a very intensive bootcamp that covered Frontend development with Angular, backend development with .NET, and DevOps practices including building pipelines, containerization, and Kubernetes.

As an internship project, I developed an internal RCA management tool for network incidents/faults. It parses markdown-based documents in a GitLab pipeline, saves them in a database, and serves them with an Express API to an Angular SPA.

Frontend Software Developer

Linarit

📅 Feb 2022 - Sep 2022

📍 Antalya, Türkiye

Linarit PQM is a multidisciplinary R&D Industrial IoT project to monitor electrical power quality throughout the electricity distribution network. I worked with Electrical, Embedded Systems, Software engineers, and academicians and developed major features for Single-Page Web Application with **React**. Some of the features I worked on:

- Real-time data visualization from IoT device to the frontend with gRPC.
- Client side cache implemented to reduce network traffic.
- Data processing scripts optimized.
- User customization implemented like color palette, time zone, language.
- Layout redesigned, developed, and bugs fixed.
- The web application performance tested with Google Lighthouse and Puppeteer.

Co-Founder

Audiohealer

📅 Sep 2021 - Jan 2022

📍 Antalya, Türkiye

[Audiohealer](#) is a multiplatform application that cleans the background noise from audio automatically with AI. I worked with my professor on this project and created the mobile application from scratch with **Flutter** and deployed to Google Play and App Store.

- In-App Purchase implemented.
- Managing sound files on the mobile application.
- App signed and deployed to Google Play and App Store.
- Endpoints added to Flask server.
- Flask web server deployed to Google Cloud App Engine and maintained.

EDUCATION

Computer Engineering Bachelor

[Akdeniz University](#)