

Yiğit Yılmaz

Software Engineer

+353 85 817 1075

doganyigityilmaz@gmail.com

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/yvesyil

yvesyil.xyz

Education

Techological University of the Shannon

Software Engineering with Cloud Computing

2021 – 2023

Athlone, Ireland

- > Distributed Systems, Databases, Service Oriented Architecture, Security

Bilkent University

Information Systems and Technologies

2019 – 2021

Ankara, Turkey

- > Object Oriented Analysis and Design, Computer Algorithms and Data Structures, Computer Networks Cisco CCNA, Web Technologies

Experience

Johnson Controls

January 2022 – July 2022

Software Developer Intern

Cork, Ireland

- > Collaborated on the design and development of an enterprise-grade chatbot using Node.js and Azure Bot Framework SDK, hosted on Microsoft Azure Cloud
- > Implemented the core web service of the chatbot that communicated with both internal and external REST API microservices
- > Utilized natural language processing AI models available on Azure Cognitive Services to enhance the chatbot's ability to understand and respond to user input
- > Worked within an agile development process utilizing Azure DevOps and Git version control

Adastec

June 2021 – August 2021

Software Engineer Intern

Istanbul, Turkey

- > Worked in the perception part of the autonomous driving software for commercial vehicles.
- > Designed and developed a service using C++ to detect the position and the state (opened or closed) of access barriers using 3D space LIDAR sensor data.
- > Utilized pub/sub communication with other services to ensure the raw LIDAR sensor data was compressed, noiseless, and semanticized.

Personal Projects

Claw.js

/claw-js

- > A linear algebra library for JavaScript that's written in both C and JavaScript that uses OpenCL to compute matrices on the GPU. It's aimed to be used for Deep Learning applications as it can reduce training time.

Introspection

/introspection

- > (WIP) A fullstack compiler explorer web application tool that converts higher-level source code (e.g. C) to lower level representation (x86 assembly) using React with TypeScript on the frontend and a microservice architecture in the backend using Java, Go, and TypeScript.

Neural Network from Scratch

/neural-net-api

- > A Neural network completely written from scratch using TypeScript with matrix and differential operations are written by me, designed to recognize hand-written digits. Also serves as a REST API that can be interacted with by sending JSON over the wire.

Skills

Languages JavaScript, TypeScript, Python, C, C++, Java, PHP, HTML, CSS, SQL, JSON, YAML

Tools & Technologies Git, Node.js, MongoDB, MySQL, Docker, Microsoft Azure, Azure DevOps, Linux, CMake, Coreutils & binutils

Frameworks & Libraries React, Express.js, Flask, Pandas, PyTorch, OpenGL, OpenCL, WebGL