

Hande Akin

Software Engineer

PROFILE

Hello, I finished my master's degree in informatics at TUM. I am currently working at KINEXON and located in Munich.

CONTACT

+49162 5119606

hande.akin123@gmail.com

Frameworks/Libraries/Lang.

Python, JS, Java, C#, C++, C

TensorFlow2, Weka, Pytorch

XgBoost, HuggingFace,
Tensorboard, WandB

Kafka, Spark, Redis

Docker, Kubernetes

Ethereum/Solidity, Hyperledger

MongoDb, PostgreSQL, Oracle

Node-Red/MQTT

INTERESTS

Deep Learning

Machine Learning

P2P Systems

Network Security

Internet of Things

Game Development

WORK EXPERIENCE

Software Engineer @ KINEXON, Munich

December 2021 – Present

- Working on software design and implementation of real-time IoT software products with high demands on scalability, performance, and quality of code.
- Programming in development of big multi-thread and multi-process applications.
- Programming with Unix main concepts and shell scripting.
- Improving current development processes - versioning, packaging and deployment.

Tech-stack: Python, PostgreSQL, SQLAlchemy, Kafka, Mosquitto MQTT, Docker

Full-stack Developer @ CHECK24, Munich

August 2020 – November 2021

Worked on various products with focus on NodeJS, MongoDB Backend.

Full-stack Developer (Working Student) @ CHECK24, Munich

March 2018 – August 2020

Worked on various products with focus on NodeJS, MongoDB Backend.

Software Developer @ INNOSA, Izmir

Jan 2016- Feb 2016

Worked on various products with .NET, C#, Oracle.

Software Developer @ SECUBE, Izmir

Nov 2014 – Dec 2015

Worked on various products with .NET, C#, MySQL.

EDUCATION

M.Sc. in Informatics @ Technical University of Munich

2017 – 2020

B.Sc. Computer Engineering @ Izmir University of Economics

2009 – 2014

PROJECTS

- **January 2019 – July 2020 Self-Learning Models for Anomaly Detection in Smart Spaces (Master Thesis)**
Developed a real time, online learning anomaly detection module (a self-learning firewall) for a smart space orchestration system in order to

HOBBIES

Reading

Swimming

Playing Ukulele

Video Games

detect & block the communication of the malicious microservices with the rest. I used machine learning and data mining techniques to achieve this.

- **May 2019 – August 2019 Internet LabX at TUM (Praktikum)**

Deep understanding of the internet and its protocols. Built our own internet and network in the lab. Later, we attacked our custom networks with state-of-the-art cyber-attack techniques, including quantum insert.

- **September 2018 – March 2019 (Interdisciplinary Project) at (former name Coinance) Passbase**

TUM Entrepreneurship chair, theoretical courses on Entrepreneurship and worked with a startup, founded in Silicon valley.

Worked on crypto-currency trading app and developed prototype backend for identity management engine in blockchain with Hyperledger Fabric.

- **April 2018 – July 2018 AllianzICS at FORTISS (Blockchain Praktikum)**

A blockchain project with Hyperledger for Allianz.

The objective of the project was to solve pain points of handling claims between Allianz Insurance companies all over the world and giving transparency with payment management.

- **October 2017 - January 2018 Smart Billboard at TUM**

IoT app for IoT course, using Raspberry Pi, Distance and GPS sensors with Node-Red.

The objective of this project was when a person starts to read the billboard, it realizes that person and shows them a more detailed version of advertisements, delivers reports and makes it easy to manage adverts remotely.

- **September 2013 - June 2014 Senior Project Vampire Slayer Online FPS at Izmir University of Economics**

It is developed with 4 other students. A multiplayer first person shooter game which is similar to a mod in Half Life2. Max num. of players are 10 in one session. Players must choose a vampire or slayer class to join the game. Goal of the game is, vampires should kill as many as possible and slayers also should do the same to vampires in the map. In addition, slayers should protect humans which are randomly located in the map by carrying them to their safe house. Otherwise, vampires could kill and regenerate themselves by attacking humans (AI).

Steam Link;

<http://steamcommunity.com/sharedfiles/filedetails/?id=259860202>

<https://www.youtube.com/watch?v=BHiEvz2t0Fs&t=3s>

CERTIFICATES

- Computer Game Development at Izmir University of Economics.