Umut (Hope) YILDIRIM

Full Stack Developer / San Francisco, CA

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Summary

About I am a junior software developer passionate about productionizing AI. I enjoy transforming AI tools and research into practical, scalable software solutions.

Skills Python, PHP, NodeJS, JavaScript, React, NextJS, Linux, Computer Vision, Deep Learning(Transformers, LLMs), Big Data, Synthetic Data, Productivity Tools, Unity Engine(C#)

Competitions and Technical Projects

MarkAI - markai.umutyildirim.com (Nov 2023)
- An open-source OpenAI wrapper for a RAG-based chatbot that seamlessly integrates with your documents.
- All endpoints are serverless, with the exception of the database, ensuring ease of setup and immediate use.
- Utilized technologies like NextJS, OpenAI, Vercel, Clerk, Langchain and Supabase.

Flatiron Open Source - flatironopensource.com (Jan 2023)
- Built an open source hub for bootcamp graduates to have efficient access to course modules and lessons.
- Contributed to 70% of the front-end development and spearheaded the entire backend implementation.
- Utilized technologies like JavaScript, Vite, React, Cloudflare(Pages&Workers&R2), Education.

CUBBA: Pothole Detection System (Jul 2020)
- Engineered a computer vision program for pothole detection using image classification on Raspberry Pi's.
- Optimized for Raspberry Pi's limited real-time CPU capabilities by multi threading and job management.
- Self-learned OpenCV, TensorFlow, Azure Cognitive Vision to develop and optimize for Raspberry Pi.

Hackathons (2018 - Present)
- Participated in over 10 hackathons, winning seven, demonstrating innovation and technical proficiency.

Work Experience

Helicone
Full-Stack Engineer   San Francisco, CA, USA (November 2023 - December 2023)
- Contributed to the development of Helicone, a platform for monitoring Large Language Models at scale, streamlining the management and analysis of LLMs.
- Led significant technical enhancements including revamping documentation, integrating a "cache_hits" table in Clickhouse, and transitioning API calls from "axios" to "fetch".
- Utilized a tech stack comprising NextJS, Cloudflare, OpenAI, Tailwindcss, Vercel, Supabase, Clickhouse, TypeScript, PostgreSQL, KV, and Cache.

Mirage
Full-Stack Engineer   Istanbul, TR (March 2023 - Present)
- Developed a user-friendly web application that helps clients easily create and order large numbers of synthetic images for computer vision tasks such as image classification and object detection.
- Automated the Unity Engine with an add-on for handling image generation requests, allowing real-time synthetic image testing and facilitating bulk orders exceeding 10 million images for computer vision applications.
- Utilized technologies like JavaScript, Unity, Next.js, React, AWS, and Supabase.

BalTechno
Full-Stack Developer   Istanbul, TR (Feb 2021 - Dec 2022)
- Collaborated with senior staff to provide custom software solutions such as landing pages and CRMs.
- Clients website impressions increased by 210%, revenue also increased by 58%.

Education

Flatiron School   Manhattan, NY(Aug 2022- Nov 2022)
- Computer Science(Certificate) / Intensive web development training with Ruby(Rails), React, and JavaScript.

Isik University   Istanbul, TR (2020–2022)
- Master of Computer Applications - Associate Degree, Computer Science