

# Turan Mert Duran

Software Engineer

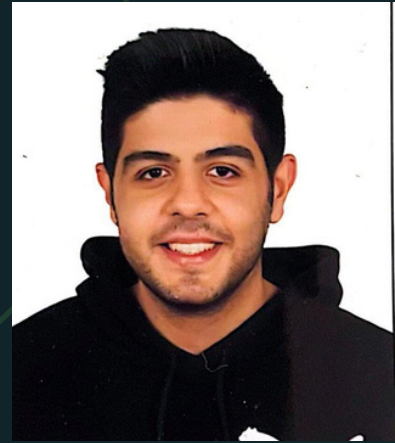
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📍 Ankara, Turkey



## EDUCATION



Sep 2018 – Jun 2022

### Computer Science

BILKENT UNIVERSITY

## EMPLOYMENT



Jul 2022 – Present

### Software Engineer

SIEMENS

- Full stack development with Java Spring Boot and Angular
- Event-driven development with Kafka
- Programming experience within a Microservices architecture in Java
- Microservice integration & deployment
- Unit & Integration & Feature testing and documenting the requirements
- SAFe 5 Practitioner Certified By Scaled Agile, Inc.



Feb 2022 – Jun 2022

### Software Engineer, Part Time Working Student

VARIFBANK

- Developed mobile app by using Vuforia AR and Unity.



Jun 2021– Aug 2021

### Software Engineer, Internship

SEBIT INFORMATION & EDUCATION TECHNOLOGIES INC.

- Designed an information storing system by using blockchain structure that has capability of working on multiple servers.
- Developed a cryptocurrency in Solidity language.
- Client side of blockchain application is developed by using Spring Framework.
- Used Technologies: Java Spring, Solidity, Blockchain, Swagger, MongoDB, H2 DB, M



Jul 2020– Aug 2020

## LANGUAGES

### Software Engineer, Internship

VAKIFBANK

- Experienced how information and operation systems of banks work.
- Developed mobile application on Unity by using Vuforia AR.
- Used technologies: Vuforia AR, Unity, C#.

### English

FULL PROFESSIONAL PROFICIENCY (IELTS 6.5 - 2018)

### Turkish

BILINGUAL PROFICIENCY

## VOLUNTEER EXPERIENCES

### "Dont Leave Anyone Behind" Hackathon

MENTOR & JURY ( UNITY GAME DEVELOPMENT )

### Social Awareness Projects (TDPBilkent)

SOCIAL SERVICES, VOLUNTEER

### Bilkent Management & Economics Community

MEMBER

## PERSONAL PROJECTS



May 2018 – Present

### HaxBall Bot Software Developer

- Developing smart bots for Web based game by using JavaScript. By using Google Cloud servers, providing 7/24 open rooms to users.
- Used Technologies: Google Cloud Platform, JavaScript, Chrome LocalStorage



Sep 2022 – May 2022

### GoodBuy

- Augmented reality application developed by using Vuforia AR and Unity.
- Shopping application for recognizing products and filtering them based on users' objectives.
- Used Technologies: C#, Unity, VuforiaAR, Python, Selenium, Google Firebase
- Link: <https://www.youtube.com/watch?v=wbkQhDi-dpI>



Oct 2021 – Jan 2022

### Handwritten Letter Recognizer

- Creating different methods, recognizing handwritten letters with %85 accuracy.
- Used Technologies: Google CoLab, Python, PyTorch, Google Images API



Aug 2021 – Sep 2021

## Average Image Filtering and Difference

- M point averaging images with and without C values and differencer.
- Used Technologies: MATLAB



Feb 2021 – Apr 2021

## DatAnimal

- Zoos' information management system web application designed for visitors, zoo managers and facility workers.
- Used Technologies: PHP, HTML, CSS, JS, InnoDB



Sep 2020 – Dec 2020

## Monopoly Game Remastered

- Developed a new kind of Monopoly game with 5 different features.
- Used Technologies: Java, Java FX and Swing



Sep 2020 – Dec 2020

## Internship Application Website for Students

- Developed a website for students and companies to match students with nice internship opportunities.
- Used Technologies: PHP, Java, JDBC, MariaDB



Jul 2020 – Aug 2022

## Block Settler, 2run Co.

- Developed a 3D Unity Game called "Block Settler" and published on Google Play.
- Used Technologies: C#, Unity, Google Play Developer API
- Link:(<https://play.google.com/store/apps/details?id=com.TmdCompany.BlockSettler>).



Feb 2019 – Jun 2019

## Health Appointment System

- Java desktop application that facilitates the work of doctors' secretaries, pharmacists and patients.
- An online hospital information management system application.
- Used Technologies: Java, MySQL, JDBC