

Mehmet Emre Yorulmaz

Software Engineer



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EXPERIENCE

MUNCH CONTENT PLATFORM | FULLSTACK SOFTWARE ENGINEER (CONTRACT)

June 2022 – Current | Ankara, Turkey

- Integrated back-end services with social media platforms such as Youtube, Tiktok and Facebook, allowing for direct importing and exporting of content, resulting in an increase in user retention
- Developed services with Node that use web hooks to keep track of users uploading and posting content on various platforms
- Made significant improvements to front-end flows with React and Redux

INFODIF INFORMATION DIFFUSION | C++ QT ENGINEER (FULL TIME)

July 2020 – February 2022 | Ankara, Turkey

- Rebuilt the client software of a video management application with the Qt framework that allows users to view, list and run object detection analysis on the video feed of multiple security cameras, which resulted in lower employee training costs for the client
- Developed an analysis pipeline using C++ and the Qt Framework to perform object detection on video data from over 3500 cameras in real time

KODOBUR | INTERN

2017 | Ankara, Turkey

- Developed multiple UI themes and templates for the main menu of the Playstation 4 using the Unity Game Engine with C#, Wrote detailed documentation on best practices. These were later used by the engineering team to create multiple dynamic themes to be sold on the Playstation Store.

GAMELOOPER | INTERN

2016 | Ankara, Turkey

- Implemented features for the "GameLooper" engine built using the corona 2d framework with lua, which uses a drag and drop menu system to enable users to create games with zero code. The new features resulted in an increase in licence sales.

PROJECTS

QUIZARD | ANDROID

2019

- Built an android application that enables its users to create simple quizzes and share them with other users.
- Created a Peer to peer matchmaking system that enables users to take quizzes together.

MESH SLICER | C# UNITY

2020

- Built a prototype game that uses the ezy-slice library to "cut" 3D objects into multiple pieces.
- Used basic asset store assets and created a modular project structure that can be used to retrofit another project.

SKILLS

PROGRAMMING

C++ • Python • C# •
Java • HTML-CSS-JavaScript

LIBRARIES/Frameworks

Qt • .NET • Node • React •
Redux • GraphQL • Gtest •
Bootstrap

TOOLS

Git • NGINX • putty

DATABASES

MongoDb • Sqlite • postgres

CLOUD PLATFORMS

Google Cloud Platform (GCP)

GAME ENGINES

GODOT • Torque2D • Unity

EDUCATION

BAŞKENT UNIVERSITY

BACHELOR'S IN COMPUTER
ENGINEERING

2014 - 2018 | ANKARA, TURKEY

Faculty of Engineering

Cum. GPA: 2.72 / 4.0

REFERENCES

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