

Ahmet Eren BOYACI

COMPUTER ENGINEER · BACKEND DEVELOPER

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Education

TOBB University of Economics and Technology

B.S. IN COMPUTER ENGINEERING

CGPA: 3.41 (Honor Student)

Ankara, Turkey

2019 - 2023

Experience

Picus Security

Ankara, Turkey

SOFTWARE ENGINEER

25 Sep. 2023 - Present

PART-TIME SOFTWARE ENGINEER

26 Sep. 2022 - 25 Sep. 2023

- Collaborated within a cross-functional team dedicated to **backend** development for a platform specializing in Breach&Attack simulations and validation of SIEM/EDR rules. Employed **Agile** development methodologies and utilized **Go** as the primary programming language, integrating numerous **AWS** functionalities including SNS/SQS queues.
- Implemented **REST API** endpoints leveraging Gin-Gonic and Gorm, augmented with **asynchronous** operations through **queues** for enhanced efficiency and responsiveness.
- Contributed to various tasks across multiple repositories, crafting migration files and scripts for **PostgreSQL** database alterations.
- Utilized **New Relic** and **SonarQube** to gather and analyze metrics, ensuring the quality and performance benchmarks of the project were met.
- Developed comprehensive **Unit and Integration test suites** to validate the functionality and integrity of each task.
- Implemented an integration agent to validate the rules and improve performance, such as Splunk and CrowdStrike

STM

Ankara, Turkey

CYBER SECURITY INTERN (MALWARE RESEARCHER)

09 May 2022 - 26 Aug. 2022

- Engineered **100% undetectable** malware on VirusTotal by employing advanced defense evasion techniques in **C++**.
- Designed and created a variety of intriguing challenges for the **STM CTF 2022**, a major cybersecurity competition in Turkey.
- Contributed as a **Full-Stack** developer to the web application of STM CTF 2022, leveraging **Flask** and **Tailwind CSS**.

BAYKAR Defense

Istanbul, Turkey

SOFTWARE ENGINEER INTERN

31 May 2021 - 03 Sep. 2021

- Collaborated on a project involving the development of a dynamic map application for visualizing **GIS data**. Employed **SDLC** methodology and utilized **JavaScript**, **JQuery**, **Flask**, **Python**, and **GIS analyzers**.
- (Limited disclosure due to confidentiality constraints.)

Projects & Awards

2nd Place | given by Turkish Airlines on TEKNOFEST 2022 | EasyTK

Samsun, Turkey

FLUTTER, AR

- My team and I developed an innovative indoor navigation application tailored for airport environments. Our solution empowers passengers to effortlessly navigate through airports by identifying the shortest routes and providing guidance through augmented reality (AR) lines.

2nd Place | given by PwC Deutschland on Hackathon Interschutz 2022 | ARTEAL

Hannover, Germany

REACT, NEUROSKY, VR, UNITY 3D

- My team and I designed and implemented a VR-based training tool for crisis scenario preparation, enhancing volunteer readiness. We utilized gathered data to match volunteers with suitable crises and developed a web-based control panel for real-time crisis monitoring.

1st Place | given by Presidency Digital Transformation Office | Malware.Studio

Ankara, Turkey

REACT, GoFIBER, MONGODB, DOCKER, DOCKER-COMPOSE, GO BASED UNIQUE MALWARE

- Designed and developed a sophisticated web-based platform aimed at facilitating the creation of Fully Undetectable (FUD) malware with customized functionalities tailored to user requests. Leveraged advanced techniques to ensure the stealth and evasion capabilities of the malware, enhancing its ability to bypass security measures and remain undetected by traditional antivirus solutions.

Skills

Programming	Go, Java, C, C++, JavaScript, Typescript, Python
Frameworks & Libraries	Gin-Gonic, Gorm, ExpressJS, React, NextJS, Flutter, Redux, TailwindCSS
Database Systems	PostgreSQL, MongoDB, Firestore
Languages	English(Full professional proficiency), German(A2), Turkish(Native)