Mehmet Ali YILMAZ

(+90) 5064241904
yilmazalimetu@gmail.com
profile href links: in

Summary

A passionate, self-driven problem solver. Fast learner, blazing-fast typer. Gets the task done at its all costs. Keen on engineering problems. Loves challenges. Demonstrates proven experience and enthusiasm in mission-critical domains. A good team member: grows genuine interest in sharing knowledge with others, doing pair programming, listening to others. Prefers being a rock-star as a team, rather than being a rock star individually. Capable of going full bonkers on tight deadlines, but prefers a well-organized company which makes it possible by employing talented engineers with foresight about possible pitfalls, and elegant solutions for not only today but also for future. Prefers friendly and human-centric company culture over a toxic environment with java champions and best compensation. Looking for a job where stars are aligned: good compensation, exciting engineering challenges and good company culture: a company which all takes place.

Education

2013-2017	**B.Sc. in Computer Engineering**, *Middle East Technical University*.
2009-2013	**IBDP (International Baccalaureate)**, *TED Ankara College (100% Scholarship)*, High School.

Vocational Experience

Jan 2019 -
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(2y 10mo)

Senior Software Engineer, Payments Team, UDEMY, Ankara.

Worked on services related to Udemy's payment systems operating on multiple platforms. My main responsibilities are; restructuring of the code-base, maintaining live data/operations, project and team management.

- Took the initiative to plan, outline, timeline and lead engineering/product projects which has multiple stakeholders and has 7-digit annual impact on company revenue.
- Participated in new payment method API integrations, major gradual rollouts with experiments
- Modularized monolith code which has been further decoupled into Kotlin microservices in following years.
- Experience in challenges of microservices paradigm, such as no-loss eventing and eventual consistency.
- Experience in mission-critical escalations such as oncall rotation, incident management, outage impact assessment, recovery and retrospective meetings, preparing and executing precise backfills and one-time scripts on monetary data.
- Experience in working with internal stakeholders such as customer support agents to resolve escalated tickets, and external stakeholders such as third party representatives to enhance API integrations.
- Member of payments team hiring crew: Participated in interviews first as shadower and then as interviewer.

Jun 2018 -
Jan 2019
(8 mo)

Software Engineer, COMODO CYBERSECURITY, Ankara.

Worked on developing and maintaining Comodo's WHOIS ecosystem, which holds Internet record listing that identifies who owns a domain and how to get in contact with them.

- Increased daily new domain registration capacity of WHOIS microservice ecosystem by 100x, while the company's annual goal was 10x.
- Removed performance bottlenecks by using Bloomfilter, clusterizing Redis, applying CQRS pattern for read-only APIs.
- Developed a CI/CD pipeline from scratch using Jenkins.
- Migrated WHOIS API to level 3 in terms of RESTful maturity level, and documented it thoroughly using Swagger's inline docstring to documentation tools.

Sep 2018 - Dec 2018 (4 mo)	**Freelancer**, TURKISH GOVERNMENT, Ankara. While working in Comodo, as a freelancer, I implemented and delivered a full-stack production-ready system from scratch which lets Turkish government remotely control water tanks which are located in hard-to-reach terrains. • Implemented the Arduino code and assembled necessary Arduino modules for measuring and sending water tank parameters to servers using a SIM800C module. • The backend runs on AWS free-tier completely. For hosting, I used EC2, API Gateway, Route 53. For storage, I used PostgreSQL RDS micro-instance. • Implemented a WebUI from scratch using VueJS for system admins to control and monitor water tanks' status. • Used unique header tokens for each water-tank to avoid unauthorized people to post data to servers.
Dec 2017 - Jun 2018 (6 mo)	**Software Engineer**, SPP42 INTERNATIONAL, Ankara. Worked on implementing a full-stack AI training platform from scratch, which lets users build and label data sets. In 6 months I have prepared a microservice ecosystem which was at beta testing at the time I left the company. The full tech stack was: Python 3.5, Flask, JS, Jinja, Kafka, Redis, RabbitMQ, gRPC, Consul, Traefik, Swagger, MongoDB. For another project, I also implemented a production-level scraper pipeline which crawls websites, and forwards the data to necessary microservices in backend for further processing.
Jul 2016 - Jun 2016 (2 mo)	**Intern**, UNDER PROF. YUSUF SAHILLIOGLU, METU. Created a sports match result prediction tool. Implemented web scrapers to collect data set and used WEKA to carve ML models out of this data.
Jun 2015 - Aug 2015 (3 mo)	**Intern**, TURKISH AEROSPACE INDUSTRIES INC, Ankara. Under Erciyes Project, I developed a few helper tools for ease of development. The most significant one was an ELF parser which reveals any given file's header information to console in human-readable format.

Personal Projects and Non-vocational Activity

2018	**SignIt**, Demo Video 🔗. Using Leap Motion and Oculus Rift, I developed a Virtual Reality game called "SignIt". The hand tracking feature of leap motion and the in-house AI model combined, game flow continues as the player interacts with its virtual environment by correctly using sign language gestures. This way, the game aims to teach sign language and develop empathy on how hearing-impaired people communicate.
2017	**Sign Language Recognition Using ML**, Presentation Slides at GoogleDrive 🔗. In order to enhance sign language recognition system used in my VR game SignIt, as a group of friends, we worked on capturing static sign language gestures using ensemble methods.
2018-current	**Member of Board, TED Alumni Association**. Actively taking part in organization of NGO events that are mentioned below.
2013-2018	**NGO Participant, TED Alumni Association**. Took part in NGOs that mainly target children.

Tech Stack

Proficient	Backend Languages (JAVA, PYTHON3.X) Backend Frameworks: (Spring Boot, Django, Flask), Microservice Essentials (Docker, Kafka, RabbitMQ, Redis, gRPC, REST, SQL), DDD(Domain Driven Design) Linux, Git, Shell-Scripting, Monitoring Tools (Datadog, Sentry, PagerDuty)
Intermediate	AWS, Jenkins, NoSQL(ElasticSearch,MongoDB), ORM(Hibernate, DjangoORM, MotorEngine), JS, JS Frameworks(React, Vue), Apache Avro, CDC(Debezium, Maxwell), WebScraping(LXML, BeautifulSoup)
Beginner	Nginx, Traefik, Consul, Kubernetes, SOAP, Functional Languages (Haskell)

Awards

2017	TUBITAK Inter-University Software Projects Competition - 1st Place Award
2017	METU DemoDay 2017 - 9th Place Award
2006-2017	100% Scholarship, TED College

Languages

Advanced	**English**	*Near native, both written and spoken*
Basic	**Dutch, German**	*Basic words and phrases only*