BULENT YESILYURT

Los Angeles, CA

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Education

University of California, Los Angeles (UCLA) **June 2026**
Bachelor of Science, Computer Science *Los Angeles, CA*

Relevant Coursework

- Data Structures and Algorithms
- Computer Architecture
- Software Construction
- Operating Systems
- Deep Learning
- OOP
- Programming Languages
- Computer Networks
- Computer Security

Experience

2Sigma School Inc. **June 2024 – Sep 2024**
Software Engineer Intern *Remote*

- Developed a browser-based Python IDE utilizing Pyodide library and Worker API that can run code efficiently and render plots for 15+ graphical Python libraries including matplotlib, pillow, and plotly
- Developed custom 'graphics' library in Python that supports interactive drawing and game development in the browser using Python-JavaScript proxies and Canvas API
- Increased application speed by 200% and prevented blocking through the use of three web workers and a prototyped Virtual DOM
- Applied patches to internal Pyodide library code to further increase code-running speed (roughly 50%)

Kommu Inc. **Dec 2023 – Feb 2024**
Software Consultant *Remote*

- Implemented robust User authentication logic through email and password or phone number using Firebase and Node.js on backend and React.js on frontend for web portal
- Developed user authentication via phone number using Firebase on iOS, implemented in Swift, working with ViewModel-Model (MVMM) architecture
- Improved efficiency of database operations such as account retrieval(reduced time by 80%) by leveraging the use of JWTS (login and refresh tokens)

Projects

2ndPulse | *Flutter | Swift | Dart*

- Co-founder and CTO of a mobile IOS-app that helps internship-seeking students keep track of their connections on all platforms by reminding them of past conversations and providing real-time updates on employers
- Backend developed using Firebase Firestore for cloud-based storage, AWS lambda for web-scraping, and Firebase Cloud functions for notifications
- Currently used by 50+ beta users and received admission and $40000+ in funding by Telora Fellowship

BruinRide | *JavaScript, SQL | React.js | Node.js | Firebase*

- A web app that allows 35,000+ UCLA students to form rideshare groups using Firebase's Cloud Firestore database
- Implemented real-time group creation within Firebase through the effective use of SQL queries and established a seamless integration with a React.js user interface

PeachParty | *C++ | OpenGL*

- A Mario-Party spinoff game made in C++ and rendered using OpenGL, utilizing core OOP principles to structure sprites, board squares, and score

BLS | *C*

- Developed a custom TLS-like security layer on top of a prototyped TCP-like architecture in C
- Implemented Linked List packet structure to buffer packets and utilized sockets to enable server-client communication

Technical Skills

Languages: Python, C++, JavaScript, SQL, HTML5, CSS, C, Swift, Markdown, Dart, Shell Scripting, Bash
Developer Tools: Postman, (Neo)Vim, Emacs, VS (Code), Git
Technologies/Frameworks: MongoDB, Firebase, React.js, Node.js, Selenium, Mongoose, Docker, Webpack, OpenGL, Flutter, ARM, Linux (Arch, Ubuntu)