

BULENT SARP YESILYURT

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EDUCATION

University of California, Los Angeles (UCLA), Los Angeles, CA

September 2022

Computer Science, BS

- GPA: 3.7/4
- Relevant Coursework and Concepts: Introduction to Computer Science, Data Structures and Algorithms, Computer Architecture, Software Construction, Operating Systems, Deep Learning, OOP

EXPERIENCE

2Sigma School | SWE Intern

June 2024 - Present

- Worked as a full stack engineer contributing JavaScript and Python code (Backend/Frontend)
- Developed a browser-based Python IDE utilizing Pyodide library and Worker API that can run code efficiently and render plots for graphical Python libraries
- Increased application speed by 200% and prevented blocking through the use of web workers and a prototyped Virtual DOM
- Utilized Sentry for error handling and Redux for global state management

Kommu Inc. | Software Consultant

December 2023 - February 2024

- 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 (VMM) 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

BruinRide | Developer

September 2023 - Present

- A web app that uses Firebase, Node.js, and React.js to allow students to form rideshare groups
- Developed Firebase cloud functions on backend and used Firebase OAuth protocol SDKs to allow users to sign in with Google or email and password
- Incorporated Firebase's Realtime Database, Authentication, and Firestore Database to persistently store User data and to form rideshare groups

TravelBrain | Developer

April 2023 - April 2023

- A web app that recommends travel itineraries to users, leveraging ChatGPT API to render the travel itineraries and the Embedded Google Maps API to construct and display shortest paths between locations.
- Utilized MERN (MongoDB, Express.js, React.js, Node.js) stack to design frontend and backend, and to transfer data to/from the MongoDB database
- Constructed User Authentication using bcrypt.js, axios and mongoose

PnetPhlix | Developer

February 2023

- A movie recommender written in C++ that loads users and movies text files and stores both in a custom prototyped binary tree data structure
- Created custom Iterator class to parse data, and utilized a similarity algorithm to provide recommendations to users

FileDownloader | Developer

May 2024

- A Responsive web app that allows developers to download files onto their local machines
- Utilized Google cloud CLI and Google Drive API to allow users to download from Google Drive links
- Created server and endpoints on backend using Node.js to handle Google Cloud Storage file download

SKILLS

- Languages: C++, JavaScript, Python, C, Markdown, HTML, CSS, Swift
- Frameworks: (Neo)Vim, VS (Code), Git, Linux
- Tools and Libraries: Node.js, React.js, Express.js, MongoDB, Firebase, Google Cloud, OpenMP, Git, Selenium, Webpack, Craco, Pyodide, RESTful APIs, Docker, mongoose

LINKS

<https://github.com/bulenty584>