

Devrim Yilmaz

Full-Stack DEVELOPER



CONTACT

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Note: Projects are kept private to protect confidentiality and proprietary information. Upon request, I can provide specific examples or grant access to selected repositories to demonstrate my coding skills and project experience.

GENERAL SKILLS

> Professional:

- Solving
- Reliability
- Planning
- Disciplain



LANGUAGE

Turkish Native



EnglishSecond Language



GermanThird Language



NorwegianForth Language



RussianFifth Language



French
Sixth Language



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EDUCATION

Back-End Developer Program

2023 - 2024

Noroff School of Technology and Digital Media

Completed the first year with an A grade. Acquired hands-on experience in server-side programming, RESTful API development, and database management using technologies such as Node.js, Express.js, Python, Flask, MongoDB, and SQL. Developed skills in implementing various authentication methods, including JWT, Passport, and Auth0, and integrating with Redis for session management. Gained familiarity with AWS services for cloud-based deployments.

» Currently continuing into the second year to deepen expertise in .NET and C#, further enhancing knowledge of back-end development in enterprise.

Bachelor's in Arctic Adventure Tourism

2017 - 2020

UiT The Arctic University of Norway

Completed a bachelor's degree focused on designing and managing sustainable nature- and culture-based experiences in Arctic settings. The program covered arctic experience production, marketing, management, and communication, with a strong emphasis on sustainability and respect for nature and culture. Gained practical skills through fieldwork and expeditions, as well as knowledge in areas such as risk management, tour planning, and socio-economic impacts of tourism.

Computational Economics

2008 - 2009

Heinrich Heine University Düsseldorf

Completed a program focused on applying computational methods to economic theory and quantitative analysis. Developed expertise in econometric modeling, economic data analysis, and algorithmic approaches to solving complex economic problems. The program provided a strong foundation in both theoretical and applied aspects of economics, equipping students with skills relevant for research, policy analysis, and consultancy in economic and financial sectors.

Bachelor of Science in Economics (Volkswirtschaftslehre, VWL)

2003 - 2007

Universität Duisburg-Essen

Completed a bachelor's degree in Economics, gaining a strong foundation in economic theory and quantitative analysis. The program emphasized practical skills in economic modeling, empirical research, and policy analysis. It prepared graduates for diverse careers in economic research, public policy, and business sectors, focusing on both macroeconomic and microeconomic perspectives, as well as the use of modern economic tools and methods.

Proficiency

Proficient in a range of programming languages and frameworks including JavaScript, TypeScript, C#, ASP.NET Core, Python, and Flask. Extensive experience in developing full-stack web applications using technologies such as Node.js, Express.js, Django, and integrating databases like MongoDB, MySQL, and PostgreSQL to build scalable and robust solutions.

Agile development

Highly experienced in Agile development methodologies, regularly utilizing tools like Jira and Azure DevOps to manage sprints and track progress. Skilled in implementing CI/ CD pipelines, automated testing, and containerization with Docker and Kubernetes. Strong collaborator in cross-functional teams, focusing on code quality through code reviews and maintaining clean, maintainable codebases for high-quality software delivery

PROGRAMMING-SKILLS

> Language comfortability Back-end:

•	Java

- Python
- JavaScript
- C#

Front-end:

- HTML
- CSS
- ISX
- TypeScript

TECHNICAL SKILLS

Front-End Technologies

React, Vite, Tailwind CSS, Bootstrap, TypeScript, JavaScript (ES6+), HTML5, CSS3, Sass/SCSS, jQuery, Webpack, Babel, Redux (or Context API), Next.js

Back-End Technologies

Node.js, Express.js, EJS, JavaScript (Node), TypeScript, C#, ASP.NET Core, Python, Flask, Django, MongoDB, MySQL, PostgreSQL, Redis, Graph-QL, RESTful APIs, WebSockets, Docker, Kubernetes, AWS Services (e.g., Lambda, S3, EC2), Azure (e.g., Functions, App Services), Firebase

Additional Technologies & Tools

Git & GitHub, CI/CD (e.g., GitHub Actions, Jenkins), Agile/Scrum methodologies, Jest/Mocha (Testing frameworks), Swagger/OpenAPI (API documentation), Postman (API testing), Microservices Architecture

RELEVANT EXPERIENCE

Tutor for Back-End Development Students

2024 -

After graduating successfully from Noroff, I began tutoring back-end development students who struggle with understanding the fundamentals of backend programming. I focus on core concepts such as JavaScript, HTML, CSS, and Node. js. Currently, I work with one student, providing personalized support to help them grasp difficult concepts and improve their development skills.

Freelance Programmer

2018 -

Specialize in data analysis and machine learning using Python to develop statistical models for predictive analytics and business insights. Proficient in utilizing libraries such as Pandas, NumPy, Scikit-Learn, and TensorFlow for data manipulation, model building, and validation. Experience in designing and implementing RESTful APIs using Node.js to facilitate seamless server-client communication. Developed custom backend solutions for various clients, integrating with databases and ensuring robust, scalable, and secure applications. Skilled in deploying machine learning models and APIs on cloud platforms for production environments.

Web Design Programmer

2000 - 2001

Aria Creative Services

Developed and maintained commercial websites for clients in the food industry. Key responsibilities included creating interactive web forms, testing and debugging JavaScript files, and managing databases to ensure seamless functionality. Utilized ASP and PHP for server-side scripting, gaining foundational experience in backend development. Collaborated closely with designers and project managers to deliver user-friendly and aesthetically pleasing websites. Contributed to enhancing website interactivity and user experience by integrating dynamic features and ensuring cross-browser compatibility.



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PROJECT SHOWCASE

https://github.com/devrimsavas

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E-Commerce Platform Project

Developed a full-featured e-commerce platform with separate admin, customer, and guest views. Utilized MySQL and Express.js for the backend with EJS as the templating engine and Bootstrap for the initial version. In a subsequent version, separated the frontend using React and Tailwind CSS to enhance the user interface and user experience. The platform allows users to manage their shopping carts, and admins to add or remove products, supporting typical e-commerce functionalities. Built with scalability in mind, the project is open to further development and enhancements.

Key Technologies:

- **Backend:** Node.js, Express.js, MySQL, EJS, JWT for authentication, Sequelize ORM.
- Frontend: React, Tailwind CSS (in advanced version).
- Other Tools: Swagger for API documentation, Jest for testing, Docker for containerization.
- Note: The project is currently private, but I am open to providing access or a detailed walkthrough upon request

This description clearly outlines the scope, technologies used, and the project's flexibility for future improvements. It effectively communicates the project's complexity and your ability to handle both front-end and back-end development.

Real-Time News Aggregation Engine

Developed a news aggregation engine that uses Selenium for web scraping to collect relevant news articles from various websites. The engine performs live searches and displays customized news feeds for users, with search results stored in Redis for quick retrieval and reduced search times. The project features a user-specific news dashboard, leveraging technologies like Express.js, EJS, Redis, and Bootstrap for front-end presentation. It supports live content updates, ensuring users have access to the latest news.

Key Technologies:

- Web Scraping: Selenium, Chromedriver
- Backend: Node.js, Express.js, Redis
- Frontend: EJS, Bootstrap, SweetAlert2
- Other Tools: Swagger for API documentation, Redis for caching and fast data retrieval

Note: The project is designed to handle large volumes of real-time data, making it scalable and efficient for production environments. Access to specific repositories can be provided upon request.

This description clearly outlines the project's goals, features, and technologies used, while also highlighting its efficiency and scalability.



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AWS-Based Image Storage Platform

Developed a web application to demonstrate the flexibility of AWS services, allowing users to create accounts and securely upload images to AWS S3 Buckets. Utilized AWS DynamoDB for efficient and scalable storage of user metadata. The application highlights AWS's capability in handling file storage and data management. Built with Express.js and integrated with the AWS SDK, the project features a user-friendly interface using EJS and Bootstrap, with secure user authentication via JSON Web Tokens.

Key Technologies:

- AWS Services: DynamoDB, S3
- Backend: Node.js, Express.js, AWS SDK
- Frontend: EJS, Bootstrap, SweetAlert2
- Other Tools: Bcrypt for password hashing, JSON Web Tokens forauthentication, Nodemon for development

Note: This project effectively demonstrates AWS's cloud capabilities in a user-centric application. Access to the repository can be provided upon request.

Restaurant Management System

Developed a restaurant management application using Python and Flask, designed to streamline operations such as menu management, order processing, and receipt generation. The system allows administrators to update the menu, manage orders, and create receipts efficiently. It provides a simple yet powerful interface for managing restaurant tasks, making it easier to handle daily operations and enhance customer service.

Key Features:

- Menu updates and management
- Order processing and receipt generation
- Built with Python, Flask, and HTML/CSS for a user-friendly interface.

This description highlights the core functionality and technologies used, offering a clear overview of the project.

Realtor Regression Analyzer

A Python-based tool for analyzing and predicting real estate prices using various regression models, including Linear, Ridge, Lasso, and Decision Tree Regression. Utilizes the "USA Real Estate Dataset" to build robust predictive models. The program features a GUI built with Tkinter for ease of use, allowing users to input property details, view model metrics (MAE, MSE, R2), and visualize data and predictions. Ideal for gaining insights into property pricing trends and factors influencing the real estate market.

Key Technologies:

• Python, Pandas, Scikit-Learn, Tkinter, Matplotlib

This description highlights the core functionality and technologies used, offering a clear overview of the project.



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Stock Market Analysis Tool

A comprehensive program for analyzing stock market trends using linear regression and LSTM (Long Short-Term Memory) models. Utilizes data from Yahoo Finance via yfinance, processes it with Pandas, and provides predictions with Scikit-Learn and TensorFlow. Features a user-friendly GUI created with Tkinter, displaying stock data, historical trends, and price predictions. The tool offers visualizations with Matplotlib and handles various user interactions for an intuitive analysis experience. Ideal for forecasting stock prices and understanding market patterns.

Key Technologies:

• Python, Tkinter, Matplotlib, Pandas, Scikit-Learn, TensorFlow, yfinance.

Strategic Memory Game

Developed a strategic memory game using Python and Tkinter to showcase programming skills. Initially designed as a simple demo for beginners, the game evolved into a medieval-themed strategic challenge with custom graphics and soundtracks. It features solo and two-player modes, where players collect, defend, and attack using various cards. The game's structure is divided into multiple Python files to maintain simplicity and readability. While there are some UI issues due to tile sizes, the game demonstrates creative problem-solving and offers potential for further enhancements, such as dynamic player names and improved scoring.

Note: YouTube videos demonstrating gameplay are available upon request.

Bastra Card Game

Developed a digital version of the classic card game, Pisti (also known as Bastra), to demonstrate programming skills. The game features two core classes: Card and Deck, and includes a unique widget to collapse the game area and customize the theme using RGB settings. The gameplay follows traditional rules, with Al controlling three players. Designed using ASCII characters for cards, making it lightweight and graphics-free. The game encourages further development and experimentation, and feedback on improvements is welcomed.