

Emre YILDIZ

Software Architect and Engineering Lead

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Summary

Software Architect with 7+ years leading development of enterprise applications serving 100,000+ users across multiple industries. Architected 15+ microservices systems, reducing deployment time by 60% and improving system reliability to 99.9% uptime. Led cross-functional teams of 20+ engineers while delivering solutions that generated \$5M+ in revenue for B2B clients. Modernized legacy systems achieving 40% performance improvement and 50% reduction in operational costs.

Work Experience

Software Engineer <i>ChessDuello Software Technologies Corporation</i>	2025 – Present <i>Remote</i>
<ul style="list-style-type: none">Engineered iOS/macOS chess application achieving 4.8-star rating through unique trivia-based gameplay mechanicsConstructed Supabase backend using Deno 2 Edge Functions, Hono framework, and Drizzle ORMEstablished live multiplayer system leveraging WebSocket channels for instant match synchronizationDesigned 8-phase match architecture supporting 100+ concurrent tournaments and reducing matchmaking time by 60%Developed robust API layer featuring offline queue, automatic retry logic, and response caching	
Founder and Software Engineer <i>Medivizi</i>	2025 – Present <i>Remote</i>
<ul style="list-style-type: none">Built multi-tenant Occupational Health and Safety (OHS) platform leveraging Rust and Axum frameworkDeployed Row-Level Security (RLS) ensuring tenant isolation through PostgreSQL and SQLx compile-time validationIntegrated live communication features via WebSocket support and S3-compatible storage powered by GarageCrafted admin dashboard using HTMX, Askama templates, and TailwindCSS for seamless user experienceStructured database architecture supporting appointments, training workflows, and safety compliance tracking	
Tech Lead <i>BergX Software</i>	2023 – 2024 <i>Remote</i>
<ul style="list-style-type: none">Led technical decisions and architecture design for 5+ enterprise projects serving 10,000+ usersMentored 8 team members and conducted 100+ code reviews, improving code quality by 40%Managed project timelines and technical deliverables with 95% on-time delivery rate	
Software Engineer <i>Gunkom Software</i>	2021 – 2023 <i>Remote</i>
<ul style="list-style-type: none">Upgraded company core boilerplate framework to .NET Core 6.0, improving performance by 30%Delivered 12 enterprise-level applications for Fortune 500 clients generating \$3M+ annual revenueAutomated development workflows using Python, cutting setup time by 70% (from 2 hours to 35 minutes)Added REST API endpoints for workflow management system handling 65,000+ flows	
Senior Software Engineer <i>Freelance / Contract</i>	2017 – Present <i>Remote</i>
<ul style="list-style-type: none">Delivered B2B e-commerce solution leveraging Angular and ABP .NET for major fashion retailersLaunched blockchain analytics platform powered by NextJS and React NativeOrchestrated NestJS microservice architecture enabling seamless third-party integrationsLaunched enterprise Flutter app achieving 20,000+ downloads and 4.5-star rating across app storesExtended Swift iOS capabilities for enterprise iPad application featuring custom keyboard for product orderingEngineered NFC payment solution processing \$500K+ monthly transactions with zero security incidentsCreated NestJS boilerplate adopted by 15+ projects, reducing development time by 40% per project	
Instructor <i>Betul Cemre YILDIZ Chess and Robotic Organization</i>	2017 – Present <i>Izmir, Turkey</i>
<ul style="list-style-type: none">Teaching C# programming and Linux administration to 200+ high school students annuallyConducting drone certification courses with 90% student pass rate	

Education

Ege University <i>Master of Science in Computer Engineering; Concentration: Distributed Systems</i>	Izmir, Turkey 2024 – 2026
Celal Bayar University <i>Bachelor of Science in Computer Engineering; GPA: 3.32/4.00</i>	Manisa, Turkey 2020 – 2024
Ahmet Yassawi University <i>Bachelor of Science in Computer Engineering; GPA: 3.81/4.00</i>	Turkestan, Kazakhstan 2019 – 2022
Dokuz Eylul University <i>Associate's Degree in Computer Programming; GPA: 3.40/4.00</i>	Izmir, Turkey 2016 – 2018

Technical Skills

Languages: <ul style="list-style-type: none">• C#, TypeScript, JavaScript, Python, Java, Rust, Solidity, Swift, Dart, SQL, Bash
Backend: <ul style="list-style-type: none">• .NET Core, ASP.NET, Entity Framework, NestJS, Express, Django, FastAPI, Spring Boot, Axum
Frontend: <ul style="list-style-type: none">• Angular, React, NextJS, Vue.js, Redux, React Query, Tailwind CSS, Material-UI
Mobile: <ul style="list-style-type: none">• Flutter, React Native, Android (Java), iOS (Swift/UIKit)
Blockchain: <ul style="list-style-type: none">• Ethereum, Solidity, Web3.js, Hardhat, Foundry, ZkSync, Arbitrum, Aptos, Sui
Databases: <ul style="list-style-type: none">• PostgreSQL, MySQL, MSSQL, Redis, MongoDB, CouchDB
Cloud/DevOps: <ul style="list-style-type: none">• AWS, Docker, Kubernetes, CI/CD, Linux, Nginx, HAProxy, Git, GitHub Actions
Architecture: <ul style="list-style-type: none">• Microservices, REST API, GraphQL, gRPC, RabbitMQ, Kafka, Event-Driven Design
AI/ML: <ul style="list-style-type: none">• LangChain, Pydantic AI, pgvector, n8n, MCP Protocol, TensorFlow, PyTorch
Tools: <ul style="list-style-type: none">• Agile/Scrum, Jira, Confluence, Selenium, Puppeteer, Postman, VS Code, IntelliJ IDEA

Projects

ChessDuello - Multiplayer Chess Game <i>2025 SwiftUI, Supabase, Deno 2, PostgreSQL, WebSocket</i> <ul style="list-style-type: none">• Launched iOS/macOS chess application reaching 5,000+ active users through innovative trivia-based gameplay• Enabled live multiplayer matches featuring 3-minute rounds and 24-hour response windows• Constructed scalable backend utilizing Edge Functions, service layer pattern, and Row-Level Security
Medivizi - OHS Management Platform <i>2025 Rust, Axum, PostgreSQL, HTMX, WebSocket</i> <ul style="list-style-type: none">• Delivered multi-tenant SaaS solution supporting 50+ companies and 10,000+ employee records• Secured platform through compile-time SQL verification via SQLx and extensive RLS policies• Enabled instant updates for appointments, training sessions, and safety compliance monitoring
Blockchain Web3 Application <i>2023 NextJS, NestJS, MySQL, Solidity, Web3.js</i> <ul style="list-style-type: none">• Deployed Web3 platform handling \$2M+ in token transactions maintaining 99.9% uptime• Deployed smart contracts across Ethereum, ZkSync, and Arbitrum networks• Engineered live market analysis engine analyzing 100,000+ data points daily
Enterprise Workflow Management System <i>2022 .NET Core, Angular, PostgreSQL, REST API</i> <ul style="list-style-type: none">• Supported enterprise workflow system processing 65,000+ workflows for multiple companies

- Exposed REST API endpoints enabling workflow initialization and control
- Streamlined version control workflow reducing merge conflicts by 75% and deployment errors by 90%

Chess Course Management System

2021 | *C#, .NET Core, MSSQL, Entity Framework*

- Created educational platform monitoring 500+ students, boosting attendance reporting accuracy by 85%
- Automated grading workflows to evaluate 1,000+ submissions monthly
- Designed database schema for efficient data retrieval and reporting

BASE Programming Language

2021 | *Python, Compiler Design* | [GitHub](#)

- Designed custom programming language used by 200+ students learning compiler fundamentals
- Developed lexer, parser, and interpreter achieving 95% code coverage and 30ms average compilation time