

# Emre YILDIZ

Software Architect and Engineering Lead

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## Summary

Software Architect with 7+ years expertise in system design, cloud computing, and scalable distributed systems serving 100,000+ users. Architected 15+ microservices using Agile methodologies, achieving 60% faster deployment cycles and 99.9% uptime through DevOps best practices. Led cross-functional teams of 20+ engineers using technical leadership and mentoring to deliver \$5M+ in revenue-generating B2B solutions. Modernized legacy systems with cloud migration strategies, improving performance by 40% while reducing operational costs by 50%.

## Work Experience

<b>Software Engineer</b> <i>ChessDuello Software Technologies Corporation</i>	2025 – Present <i>Remote</i>
<ul style="list-style-type: none"><li>Engineered iOS/macOS chess application achieving 4.8-star rating through unique trivia-based gameplay mechanics</li><li>Constructed Supabase backend using Deno 2 Edge Functions, Hono framework, and Drizzle Object-Relational Mapping (ORM)</li><li>Established live multiplayer system leveraging WebSocket channels for instant match synchronization</li><li>Designed 8-phase match architecture supporting 100+ concurrent tournaments and reducing matchmaking time by 60%</li><li>Developed robust Application Programming Interface (API) layer featuring offline queue, automatic retry logic, and response caching</li></ul>	
<b>Founder and Software Engineer</b> <i>Medivizi</i>	2025 – Present <i>Remote</i>
<ul style="list-style-type: none"><li>Built multi-tenant Occupational Health and Safety (OHS) platform leveraging Rust and Axum framework</li><li>Deployed Row-Level Security (RLS) ensuring tenant isolation through PostgreSQL and SQLx compile-time validation</li><li>Integrated live communication features via WebSocket support and S3-compatible storage powered by Garage</li><li>Crafted admin dashboard using HTMX, Askama templates, and Tailwind Cascading Style Sheets (CSS) for seamless user experience</li><li>Structured database architecture supporting appointments, training workflows, and safety compliance tracking</li></ul>	
<b>Tech Lead</b> <i>BergX Software</i>	2023 – 2024 <i>Remote</i>
<ul style="list-style-type: none"><li>Led technical decisions and architecture design for 5+ enterprise projects serving 10,000+ users</li><li>Mentored 8 team members and conducted 100+ code reviews, improving code quality by 40%</li><li>Managed project timelines and technical deliverables with 95% on-time delivery rate</li></ul>	
<b>Software Engineer</b> <i>Gunkom Software</i>	2021 – 2023 <i>Remote</i>
<ul style="list-style-type: none"><li>Upgraded company core boilerplate framework to .NET Core 6.0, improving performance by 30%</li><li>Delivered 12 enterprise-level applications for Fortune 500 clients generating \$3M+ annual revenue</li><li>Automated development workflows using Python, cutting setup time by 70% (from 2 hours to 35 minutes)</li><li>Added Representational State Transfer (REST) API endpoints for workflow management system handling 65,000+ flows</li></ul>	
<b>Senior Software Engineer</b> <i>Freelance / Contract</i>	2017 – Present <i>Remote</i>
<ul style="list-style-type: none"><li>Delivered Business-to-Business (B2B) e-commerce solution leveraging Angular and ASP.NET Boilerplate (ABP) for major fashion retailers</li><li>Launched blockchain analytics platform powered by NextJS and React Native</li></ul>	

- Orchestrated NestJS microservice architecture enabling seamless third-party integrations
- Launched enterprise Flutter app achieving 20,000+ downloads and 4.5-star rating across app stores
- Extended Swift iOS capabilities for enterprise iPad application featuring custom keyboard for product ordering
- Engineered Near Field Communication (NFC) payment solution processing \$500K+ monthly transactions with zero security incidents
- Created NestJS boilerplate with authentication, Redis cache, Bull queue, JSON Web Token (JWT), and cron jobs

<b>Instructor</b>	2017 – Present
<i>Betul Cemre YILDIZ Chess and Robotic Organization</i>	<i>Izmir, Turkey</i>
<ul style="list-style-type: none"> <li>• Teaching C# programming and Linux administration to 200+ high school students annually</li> <li>• Conducting drone certification courses with 90% student pass rate</li> </ul>	

## Education

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

## Technical Skills

### Languages:

- C#, TypeScript, JavaScript, Python, Java, Rust, Solidity, Swift, Dart, SQL, Bash

### Backend:

- .NET Core, ASP.NET, Entity Framework, NestJS, Express, Django, FastAPI, Spring Boot, Axum

### Frontend:

- Angular, React, NextJS, Vue.js, Redux, React Query, Tailwind CSS, Material-UI

### Mobile:

- Flutter, React Native, Android (Java), iOS (Swift/UIKit)

### Blockchain:

- Ethereum, Solidity, Web3.js, Hardhat, Foundry, ZkSync, Arbitrum, Aptos, Sui

### Databases:

- PostgreSQL, MySQL, MSSQL, Redis, MongoDB, CouchDB

### Cloud/DevOps:

- AWS, Docker, Kubernetes, CI/CD, Linux, Nginx, HAProxy, Git, GitHub Actions

### Architecture:

- Microservices, REST API, GraphQL, gRPC, RabbitMQ, Kafka, Event-Driven Design

### AI/ML:

- LangChain, Pydantic AI, pgvector, n8n, MCP Protocol, TensorFlow, PyTorch

### Tools:

- Agile/Scrum, Jira, Confluence, Selenium, Puppeteer, Postman, VS Code, IntelliJ IDEA

### Leadership & Soft Skills:

- Technical Leadership, Team Mentoring, Cross-functional Collaboration, Stakeholder Management
- System Design, Solution Architecture, Code Review, Technical Documentation
- Agile Project Management, Problem Solving, Communication, Strategic Planning

## Projects

### ChessDuello - Multiplayer Chess Game

2025 | *SwiftUI, Supabase, Deno 2, PostgreSQL, WebSocket*

- 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**

2025 | *Rust, Axum, PostgreSQL, HTMX, WebSocket*

- 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**

2023 | *NextJS, NestJS, MySQL, Solidity, Web3.js*

- 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**

2022 | *.NET Core, Angular, PostgreSQL, REST API*

- 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