



Enes Yağız Yılmaz

Software Engineer – Full Stack Developer

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Profile

I work as a software engineer at Türksat, one of the world's leading telecommunications and IT companies. My main field of work is full stack software development with an emphasis on backend.. I try as much as I can to improve myself and follow current technologies.

LinkedIn: <https://www.linkedin.com/in/enes-yağız-yılmaz-4621711a5/>
GitHub: <https://github.com/enesyagizyilmaz>

Education

Bachelor of Computer Engineering Sep 2019 – Jun 2024
Çankaya University, Ankara

Experience

Software Engineer Aug 2024
Türksat Uydu Haberleşme Kablo TV ve İşletme A.Ş., Ankara

Candidate Engineer Nov 2023 – May 2024
Türksat Uydu Haberleşme Kablo TV ve İşletme A.Ş., Ankara
I worked as a candidate engineer at Türksat Bilişim Software Development Directorate on the Belgenet project for a period of 7 months. Here, I developed a complete backend web service (rest api) for the Belgenet mobile application. In this process, I actively used Java, Spring Boot, Hibernate, JPA, Spring Security and JWT (JSON Web Token) technologies. I used Git as a version control system. I actively used JIRA and Confluence in the management and reporting phase of the project. In addition, I had the opportunity to work on JavaServer Faces (PrimeFaces) technology and improve myself.

Intern Aug 2023 – Sep 2024
Jotform, Ankara
I designed a dashboard where the data resulting from Jotform's test scenarios (test steps, test features, test labels) can be viewed in detail, filtered and has various other features. I took an active role in both frontend and backend. I used React.js and Typescript for the frontend, Java, Spring Boot and MySQL for the backend, and Git technology as the version control system.

Intern Jul 2022 – Aug 2022
Sono Yazılım A.Ş., Ankara
I worked in the software testing and quality assurance department. During this process, I actively used Selenium. Additionally, I performed a lot of manual testing.

Personal details

Date of birth
December 14, 2000

About Me
A software engineer who constantly questions, researches, is open to learning and improving, and follows current technologies.

Skills

Java

Git

Spring
Boot/Web/Data/Security

React.js

Hibernate

JavaServer Faces/PrimeFaces

Git

JWT(JSON Web Token)

Languages

English

Certificates

TÜBİTAK BİLGEM YTE Bootcamp 2023: Spring Eğitimi

Oct 2023

Thanks to this education, I gained knowledge in Spring Boot, Spring Web, Spring Data and Spring Security.

TÜBİTAK BİLGEM YTE Bootcamp 2023: Mikroservis Mimarileri Eğitimi

Oct 2023

Thanks to this education, I learned about the working logic and structure of microservice architectures.

Developing Web Applications with Spring and React

Oct 2022

Dynamic web application using Spring Boot and React.js development

Advanced Modern Javascript Lessons from Scratch ES7+

Sep 2022

Designing dynamic web interface with modern javascript techniques (ES6/ES7+)

Projects

Belgenet Mobil Rôle Servisi

This service is a complete backend web service. During my candidate engineering process in the Türksat Belgenet project, I carried out the entire development of this project alone. The project generally consists of the Belgenet React Native mobile application and the backend of Belgenet.

It is an intermediate service layer that enables services to communicate. While developing this project, I actively used Java, Spring Boot, Spring Web, Spring Data, JPA, Hibernate, JWT (JSON Web Token) and Swagger UI technologies. I used Git as a version control system. I also used JIRA and Confluence applications as project management tools.

Web UI Test Automation Dashboard

I worked on this project during my internship at Jotform. I actively took part in both frontend and backend departments. I effectively used React.js, Typescript, Java, Spring Boot, MySQL and Git technologies.

VRolution (Çankaya University 2024 Graduation Project)

This project is generally a VR (Virtual Reality) based educational platform supported by web and mobile applications. It is aimed to simulate secondary school science experiments in a VR environment and reinforce these experimental topics with quizzes and videos on web and mobile applications. I developed the backend and web application (frontend) of this project. I used React.js and TypeScript in the web application, and Java, Spring Boot, Spring Web, Spring Data, Spring Security and Hibernate technologies on the backend. I used Microsoft Azure technology during the deployment of the backend application. I also used Git as a version control system.

GitHub: <https://github.com/CankayaUniversity/ceng-407-408-2023->

