

COMPUTER ENGINEER

Antwerp, Belgium

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Summary_

As a highly skilled and experienced engineer, I am passionate about coding and problem-solving. I have worked on a variety of projects in different languages and fields such as gaming, cybersecurity, operating systems, and Raspberry Pi. I am currently interning at a laboratory in Antwerp, where I am working on mutation testing of Simulink models. With my advanced technical skills and ability to quickly adapt and learn new technologies, I am confident in my ability to deliver top-quality results and guide my team members in complex projects.

Work Experience

University Of Antwerp, AnSyMo, LoRe Labs

Antwerp, Belgium

Nov 2022 - Present

STUDENT ENGINEER

- Conducting mutation testing on Simulink models using Python.
- Developing a **Simulink plugin** for automatic mutation testing.
- Collaborating with team members and researchers on experimental projects.
- · Participating in workshops and seminars on software engineering and testing.
- · Conducting research on new methods and technologies in the field of mutation testing.

Neta Solutions Mugla, Turkey

BLOCKCHAIN DEVELOPER

Jan 2022 - Current

- Participated in **pentesting** and security audits of smart contracts.
- Developed smart contracts using Yul, Solidity, and Security Test.
- Implemented Proxy Contracts to manage multiple ERC-20 and ERC-721 tokens.
- Created NFT (Non-Fungible Tokens) for gaming applications.
- Improved random number generation for fair and secure gaming.
- Collaborated with team members on design and implementation of blockchain solutions.
- · Conducted research on new technologies and trends in the blockchain industry.

Neta Solutions Mugla, Turkey

BSC Node Operator

STUDENT DEVELOPER

Sept 2021 - Current

- Operate and maintain **Binance Smart Chain (BSC)** node equipment and associated network infrastructure.
- Monitor and troubleshoot network performance issues and take appropriate corrective actions.
- · Perform daily checks and preventative maintenance on BSC node equipment and network infrastructure.
- Coordinate with other teams and vendors for maintenance and upgrade activities.
- Ensure compliance with industry standards and regulations.
- Check and upgrade version of **GETH (Go Ethereum)** as needed.
- Write and develop special debug tracers in GETH and modify GETH as needed.

Google Summer of Code Internship (Cloud Native Computing Platform)

Remote

• Contributed to the open source project "Buildpacks" within the Cloud Native Computing Foundation.

- Developed and completed acceptance tests for the project using GoLang.
- Made various bug fixes and improvements to the project.
- Participated in weekly meetings and contributed to decision-making within the project.

Neta Solutions Mugla, Turkey

Sr. Full Stack Developer

March 2020 - Current

May 2021 - Sept 2021

- Developed a restaurant order management system using AWS SAM and Terraform in Python.
- Created a Laravel application and deployed it on AWS EC2, using AWS Codepipeline and Gitlab CI/CD for staging and automatic deployment.
- Developed **Flutter** and **Laravel** applications, using the **Provider** design pattern in the Flutter project and generating a **Laravel REST API** for front and mobile clients.
- Created an OCPI (Open Charge Point Interface) microservice application using Python, with RabbitMQ for microservice communication.
- Designed a Gitlab CI/CD pipeline for deployment of a NuxtJS project.

[&]quot;I am a dynamic and driven engineer who thrives on challenges and is dedicated to pushing the boundaries of what is possible."

Neta Solutions Mugla, Turkey

FREELANCE REMOTE SR. FULL STACK DEVELOPER

Developed and refactored a Laravel marketplace app.

- Created a Flutter mobile app for the marketplace.
- Actively used AWS, Docker, Linux, Bash, and Plesk for app deployment.

Neta Solutions Mugla, Turkey

FREELANCE REMOTE JR. FULL STACK DEVELOPER

Apr. 2019 - July 2019

July 2019 - March 2020

- Developed Laravel and NuxtJS projects.
- Created a customized e-commerce application using Laravel.

DivezMedia Gaziantep, Turkey

JR. BACKEND DEVELOPER

Oct. 2018 - Nov. 2018

Implemented a queue system for a Laravel e-commerce project.

Gaziantep, Turkey

JR. BACKEND DEVELOPER

Oct. 2017, Jan. 2018

Developed a CMS application using ASP.net.

Honors & Awards

DOMESTIC

2020	1rd Place , Developer Students Club Turkey DSC-FEST	Turkey
2019	Finalist, Siber Yıldız Capture the Flag	Turkey
2019	3rd Place , Hasan Kalyoncu University Global Game Jam19	Gaziantep, Turkey
2018	Finalist, Hasan Kalyoncu University Gastrobilisim Hackathon	Gaziantep, Turkey
2018	Finalist , Hasan Kalyoncu University Global Game Jam 18	Gaziantep, Turkey
2018	1rd Place , Hasan Kalyoncu University Unity Hackathon	Gaziantep, Turkey
2018	Finalist, ITU CEKIRDEK Big Bang Start-up Challenge	İstanbul, Turkey
2017	Finalist, Hasan Kalyoncu University Smart Life Hackathon	Gaziantep, Turkey

Presentations

DSC MSKU and IEEE CS MSKU's Github 101 event

Turkev

PRESENTER FOR "INTRODUCTION TO GITHUB"

Dec 2020

- · Presented on the basic commands and usage of Git.
- Demonstrated the use of Visual Studio Code's Git Extension.
- · Explained how to use Github for private team projects.
- Discussed Pull Request and Fork mechanisms.

Mugla Sitki Kocman University's Green Campus event

Turkey

PRESENTER FOR "CARBON FOOTPRINT PROJECT"

Sep 2020

- Presented on potential applications for reducing carbon emissions on university campuses.
- Discussed potential applications of the Carbon Footprint Project for university faculties.

Developer Students Club Turkey's DSCFEST event

Turkey

PRESENTER FOR "DSC MSKU: CARBON FOOTPRINT PROJECT"

Sep 2020

- · Presented on the Carbon Footprint Project.
- Discussed the psychological effects of **mobile applications** on reducing carbon emissions.
- Outlined the **tech stack** used in the Carbon Footprint Project.
- · Provided a live demonstration of the project.

DSC MSKU and IEEE CS MSKU's Digital Weeks event

Turkey Apr 2020

PRESENTER FOR "FLUTTER ON DARTPAD"

· Developed a visual memory game with participants.

- Introduced the concepts of Dart functions and variables.
- Explained the use of Flutter widgets and state management.

DSC MSKU and IEEE CS MSKU's Flutter Study Jam event

Dec 2019

PRESENTER FOR "FLUTTER HELLO WORLD WORKSHOP"

- Introduced the **Flutter** framework for cross-platform applications.
- Developed a simple **Flutter** counter application with participants.
- · Demonstrated the integration of Material Design with Flutter.

Mugla, Turkey

HALIL İBRAHIM CEYLAN · RESUME **DECEMBER 5, 2022**

Program Committees

Lead, Developer Student Club Mugla Sitki Kocman University
 Tech Lead, Developer Student Club Mugla Sitki Kocman University
 Lead, IEEE Hasan Kalyoncu University Computer Society
 Mugla, Turkey
 Gaziantep, Turkey

Education

MSKU(Mugla Sitki Kocman University)

Mugla, Turkey

B.S. IN COMPUTER ENGINEERING

Sep. 2019 - June 2022

- Started as a student in 2nd grade
- Graduated with a 3.5 GPA and received the award for Outstanding Student
- Thesis topic: "Mutation Testing on C++ Code generated based on Simulink models"
- Invited to Antwerp University for further research on the topic of my thesis under the supervision of Prof.Dr.Serge Demeyer and Onur Kılınc-ceker.

HKU(Hasan Kalyoncu University)

Gaziantep, Turkey

B.S. IN COMPUTER ENGINEERING

Aug. 2017 - Sep. 2019