



Hasan MUTLU  
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# Hasan MUTLU

## Software Engineer

### About Me

## Education

### 2011 - 2016, Hacettepe University

Computer Engineering (GPA:3,19)

### 2008 - 2010, Kahramanmaraş Sütçü İmam University Göksun Vocational School

Computer Technologies and Programming (GPA:3,66)

## Work Experience

### May 2020 - Nowadays, Software Engineer, Zenam Informatics

- 3D Web applications with Three.JS.
- WebAPI development with .NET Framework.
- Front-End applications with Angular.

### May 2017 - May 2021, Software Engineer, Aselsan

- Embedded system programming with C++.
- DO-178 standards.
- Requirement development with Doors.

### March 2016 - April 2017, Software Engineer, May Siber

- Fullstack, Web application development with ASP.NET MVC.

### August 2015 - September 2015, Intern, ODTÜ - TSK MODSIMMER

- Game development with Unity 3D.

### June 2014 - August 2014, Intern, SngIct

- Mobile Blackjack game development for Android smartphones. [Link](#)

## Skills

### Software

- |              |           |              |
|--------------|-----------|--------------|
| ○ C++        | ○ C#      | ○ Python     |
| ○ Javascript | ○ Node.JS | ○ Angular    |
| ○ OOP        | ○ OpenGL  | ○ Tensorflow |

## Interests

### Work

- |          |           |                    |
|----------|-----------|--------------------|
| ○ Docker | ○ Flutter | ○ Dart             |
| ○ GoLang | ○ NLP     | ○ Deep Learning    |
| ○ AI     | ○ Arduino | ○ Bot Applications |

### Personal

- |          |          |          |
|----------|----------|----------|
| ○ Drones | ○ Sports | ○ Gaming |
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