Curriculum vitae

PERSONAL INFORMATION

Hayri Durmaz

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https://www.linkedin.com/in/hayridurmaz/   https://github.com/hayridurmaz/

Sex Male | Date of birth 02/08/1996 | Nationality Türkiye, Turkish

PERSONAL STATEMENT

I have been very interested in my computer science since I was a child, which makes me a hard-working, productive, creative computer engineer.

I am able to adapt to team working, and willing to learn new technologies.

I like to take responsibilities and solve problems not only in theory but also in real-world!

EDUCATION AND TRAINING

10/02/2020–Present

Master's degree

Istanbul Technical University, Istanbul (Türkiye)

01/09/2014–29/06/2019

Computer Engineering Bachelor's degree

TED University, Ankara (Turkey)

Computer Engineering,
GPA: 4.00/3.19
Scholarship: 100% Education grant,
Education Language: 100% English

WORK EXPERIENCE

01/07/2019–Present	**Software Engineer** Aselsan A.Ş., Ankara (Türkiye)
01/10/2018–01/07/2019	**Candidate Engineer** Aselsan A.Ş., Ankara (Türkiye)
01/12/2018–01/05/2019	**Mobile application developer** Olimpos A.Ş., Ankara (Turkey) Worked on Android mobile application side of B2B handheld terminal software with react-native
18/06/2018–31/08/2018	**Internship** Otsimo A.Ş., Ankara (Turkey) - Otsimo is an application that contributes education of children with disabilities - I prepared a game with ReactJS technology, to be used in Otsimo mobile App. - https://github.com/otsimogames/VideoGame
01/01/2018–01/10/2018	**Mobile application developer** TED University, Ankara (Turkey) - I joined to Mobile application development team of TED University. - https://play.google.com/store/apps/details?id=tedu.edu.tr
01/09/2016–01/01/2018	**Tutorial of CMPE112 Class** TED University, Ankara (Turkey) - In CMPE112, fundamentals of programming's Labs, I help students understand concept of programming in Java
01/06/2017–04/07/2017	**Internship** Karmasis A.Ş., Ankara (Turkey) - Karmasis was a cyber security company which they are logging user's activation and store them in an sql database - I was asked to try more efficient messaging queue which is RabbitMQ rather than Microsoft's MSMQ and determine if it is appropriate for their aims.

PERSONAL SKILLS

Mother tongue(s)   Turkish

Foreign language(s)

UNDERSTANDING		SPEAKING		WRITING
Listening	Reading	Spoken interaction	Spoken production	
C1	C1	B2	C1	C1
YDS EPE				

English

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user
Common European Framework of Reference for Languages - Self-assessment grid

Communication skills
- I took Effective communication and Teamwork seminar
- I have presented my projects on several occasions.
- I have teaching skills thanks to my tutorial experience.

Organisational / managerial skills

I am a
- problem-solver,
- self-motivated,
- team-member and
- leader

computer engineer. Also,
- I am able to work under the pressure.

Job-related skills
- Programming and Markup Languages:

Java, C/C++, C#, Python, Javascript/Typescript, Mips/Arm Assembly, SQL, HTML / CSS, XML

- Technologies & Tools,

.NET MVC, React/React Native, Spring Boot, Docker, Git , MSMQ, RabitMQ, MongoDB, Unity,

- OS

Windows, Linux

- IDE

Eclipse, IntelliJ IDEA, Android Studio, VSCode, PyCharm, Webstorm, Netbeans, Visual Studio

Digital skills	SELF-ASSESSMENT				
	Information processing	Communication	Content creation	Safety	Problem-solving
	Proficient user	Proficient user	Proficient user	Independent user	Proficient user

Digital skills - Self-assessment grid

Driving licence   B

ADDITIONAL INFORMATION

Projects

- **TeduAPP**: I participated TEDU's official mobile application development using react-native
  - □ https://github.com/TEDUniversity/TEDUAPP
  - □ https://play.google.com/store/apps/details?id=tedu.edu.tr
- **Video-Modelling**: I created a generic video-playing education game for Otsimo Mobile App, using react.
  - □ https://github.com/otsimogames/VideoGame
- **Winter_Desert_Forest**: I created winter level on the game that we built with my team mates in Unity.
  - □ https://bitbucket.org/hayridurmaz/winter_desert_forest
- **Appcident:** I participated an android mobile application project for emergencies.
  - □ https://github.com/hayridurmaz/Appcident
- **Anatomy Platform:** I worked on a platform that is for medical students to learn anatomy easier. It is my senior project. Used technologies: Spring boot, React, Unity, PostgreSQL. Output data will be used on researches about anatomy learning processes.
- **OliMobile:** I have worked on an android mobile application side of B2B handheld terminal software of Olimpos A.Ş.
- **VisuaLearn:** We created a mobile application for children to learn the world with their smartphones. Application detects colors, objects and texts, then tries to teach those to the children.

Publications

- Gamification-Based WEB Supported Anatomy Platform Development, TURKMIA2019
  - □ https://turkmia.net/wp-content/uploads/2019/11/TURKMIA2019-Proceedings-V3.pdf

Honours and awards

- Graduated from TEDU as Honor Student
- Bilkent Mobile Application Deveopment Marathon, 3rd.

References

Gizem Kayar
Assistant Professor / Muğla Sıtkı Kocman University
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Tayfun Küçükyılmaz
Assistant Professor / TEDU
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