



Hayri Durmaz

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🌐 **LinkedIn**: <https://www.linkedin.com/in/hayridurmaz/>

Gender: Male **Date of birth**: 02/08/1996 **Nationality**: Turkish

ABOUT ME

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

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

I am currently a Full Stack Software Engineer, I would like to focus more on Backend Technologies.

WORK EXPERIENCE

[30/06/2019 – Current]

Software Engineer

Aselsan A.Ş.

City: Ankara

Country: Türkiye

Working in a team responsible for a Command and Control Project, which includes a web application with microservice architecture. Team applies Agile Scrum methodology. I contributed to the project by writing some helper tools and microservices with backend and frontend, managing CI&CD Pipelines, deploying offline environments, working in interoperability groups. Tech stack with this work experience:

- Backend development: Java, Spring Boot
- Frontend development: ReactJS
- Devops Operations: Docker, Kubernetes, Azure Devops Pipelines (CI & CD), Virtualizations, Linux, Elastic Stack.

[30/09/2018 – 30/06/2019]

Candidate Engineer

Aselsan A.Ş.

City: Ankara

[30/11/2018 – 30/04/2019]

Mobile application developer

Olimpos A.Ş.

City: Ankara

Country: Türkiye

Worked on Android mobile application side of B2B handheld terminal software using React Native

[17/06/2018 – 30/08/2018]

Internship

Otsimo A.Ş.

City: Ankara

Country: Türkiye

- 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>

[31/08/2016 – 31/12/2017]

Tutorial of CMPE112 Class

TED University

City: Ankara

Country: Türkiye

- In CMPE112, fundamentals of programming's Labs, I help students understand concept of programming in Java

[31/05/2017 – 03/07/2017]

Internship

Karmasis A.Ş.

City: Ankara

Country: Türkiye

- 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.

[31/12/2017 – 30/09/2018]

Mobile application developer

TED University

City: Ankara

Country: Türkiye

- I joined to Mobile application development team of TED University.

- <https://play.google.com/store/apps/details?id=tedu.edu.tr>

EDUCATION AND TRAINING

[09/02/2020 – 26/01/2024]

Master's Degree

Istanbul Technical University

City: Istanbul

Country: Türkiye

Field(s) of study: Deep Learning

Final grade: 4.00/3.31

Thesis: Enhanced cyber-security using deep learning based behavioral biometrics for command and control applications.

[31/08/2014 – 28/06/2019]

Computer Engineering Bachelor's degree

TED University

City: Ankara

Country: Türkiye

Field(s) of study: Computer Engineering

Final grade: 4.00/3.19

Scholarship: 100% Education grant,
Education Language: 100% English

LANGUAGE SKILLS

Mother tongue(s): Turkish

Other language(s):

English

LISTENING C1 READING C1 WRITING C1

SPOKEN PRODUCTION C1 SPOKEN INTERACTION B2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

DIGITAL SKILLS

Programming and Markup Languages

java | c# | javascript | Go | Html/Css | Sql | Xml | Mips/arm assembly | C/C++
| python

Technologies & Tools

.Net Mvc | react | spring boot | mongodb | react-native | unity | docker | Tensorflow/keras | Pytorch | Apache kafka | kubernetes

Operating Systems

Linux | Windows

Software Engineering

Agile / Scrum | Waterfall | Git

PUBLICATIONS

[2019] [**Gamification-Based WEB Supported Anatomy Platform Development**](#)

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

[2023]

[**On the Improvements of Mouse Dynamics Based Continuous User Authentication**](#)

H. Durmaz and M. Keskinöz, "On the Improvements of Mouse Dynamics Based Continuous User Authentication," *2023 IEEE 24th International Conference on Information Reuse and Integration for Data Science (IRI)*, Bellevue, WA, USA, 2023, pp. 13-19, doi: 10.1109/IRI58017.2023.00010.

RECOMMENDATIONS

Assistant Professor

Name: Name: Gizem Kayar

Email: gk2409@nyu.edu

We worked on my senior thesis together

Assistant Professor

Name: Tayfun Kucukyilmaz

Email: kucukyilmaz@rsm.nl

I took several classes from Mr. Kucukyilmaz

Team Lead

Name: Elif Ceylan

Email: eerkul@aselsan.com.tr

She has been Team Lead of mine in Aselsan

PROJECTS

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.

HONOURS AND AWARDS

Honours and awards

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

ORGANISATIONAL SKILLS

Organisational skills

I am a

- problem-solver,
- self-motivated,
- team-member and
- leader
- computer engineer, who is able to work under the pressure.

COMMUNICATION AND INTERPERSONAL SKILLS

Communication and interpersonal 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.